GAME OF THE YEAR! MechWarrior 2

NEW!

PC Entertainment

COMPUTER GAMES • MULTIMEDIA • CD-ROM • ONLINE

Windows 95 Games!

The HIVE

And 75 More

The Best (and Worst) of 1995

EDITORS' CHOICE AWARDS!

GUIDED TOUR

Druid

AND 14 MAC REVIEWS

An IDG Communications Publication

January 1996
$6.99 Canada $7.99

01 >
7 25274 83199 9

PLUS: Star Rangers, Stonekeep, Screamer, Sci-Fi Encyclopedias, and 52 More Reviews

A VETERAN ASTRONAUT.

AN ADVENTUROUS REPORTER.

A DISTINGUISHED SCIENTIST.

A MYSTERIOUS ASTEROID.

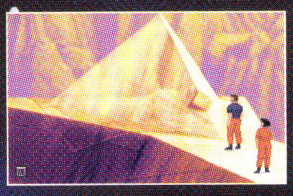
ON THE SURFACE,

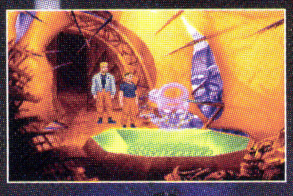
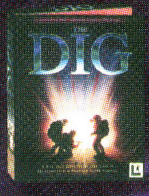
NOTHING IS WHAT IT SEEMS.

THE DIG™

THE GREATEST MYSTERY OF ALL AWAITS.

LUCASARTS ENTERTAINMENT COMPANY PRESENTS THE DIG - A DEEP SPACE ADVENTURE BY SEAN CLARK
FOR PC AND MACINTOSH CD-ROM • NEARLY 200 LOCATIONS AND HUNDREDS OF PUZZLES
WITH ROBERT PATRICK OF T2 AS THE VOICE OF BOSTON LOW • DIALOGUE BY SCI-FI AUTHOR ORSON SCOTT CARD
SPECIAL EFFECTS BY INDUSTRIAL LIGHT & MAGIC • WINDOWS 95 COMPATIBLE • NOVEL AVAILABLE FROM WARNER BOOKS
SOUNDTRACK AND DEMO ON ANGEL RECORDS • STRATEGY GUIDE AVAILABLE FROM INFOTAINMENT WORLD



CHECK OUT THE DIG INTERACTIVE DEMO IN SELECT MAGAZINES AND RETAIL OUTLETS OR VISIT THE DIG HOMEPAGE AT http://www.lucasarts.com

The Dig game © 1995 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. The Dig and iMUSE are trademarks of LucasArts Entertainment Company. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. iMUSE U.S. Patent No. 5,315,057


LUCAS
Arts

Do what the bands never let TV execs do. Screw with their videos.





mTrax™

Hey, if you had a band, would you want a roomful of plastic suits messing with your stuff? Rather die. Would you let some naked misfit with a living room PC screw with it? Totally. In this case, that misfit is you. And mTrax interactive CDs are the way. They work in PCs, Macs or even car stereos. Out-there graphics. Monster bands. Garage bands. Interviews. Lyrics. Videos. Whatever. And,



Mr./Ms. Consumer, it costs only a couple bucks more than a regular, limp, soon-to-be-defunct audio CD. Check the music and computer stores. Our web site: ordermaster@numill.com. And remember, it's never loud enough. (800) 224-6337.

nu.millennia|inc.™

Contents

What's Up!

6 Editor's Page

8 Letters

12 Game News
Spectrum HoloByte tries to bounce back, hot new 3-D, and the first look at the Ultra 64.

16 Multimedia News
4x4s go off-road into your PC, The Beer Hunter travels the world, and Howie Mandel talks about CD-ROM.

20 Online News
Web pages on TV, soaps online, and a visit to the Palace.

24 Leader Board
The best-selling PC, Mac, and CD-ROM entertainment software.

28 The Ref
Christopher Lindquist roasts the year's worst gaming turkeys.

30 Wirehead
"Candid Camera" takes on a new meaning on the Net. Donald St. John looks through the lenses of wired-up vidcam owners.

32 The Multimaniac
Christine Grech uses CD-ROM technology to finagle a good deal on her new car.

124 Spotlight: Multimedia Software and Hardware
Reviews of Forrest Gump: Music, Artists and Times, Microsoft Music Central, NEC's Ready 9542 PC, and 25 more.

136 Spotlight: Edutainment
Reviews of School House Rock, Trudy's Time & Place House, and four more.

160 Finishing Moves



Hollywood is our Editors' Choice for Best Edu-tainment software, page 36.



The Hive is just one of more than 75 new Windows 95 games on the way in 1996, see page 49.

IMAGE COURTESY OF TRIMARK INTERACTIVE

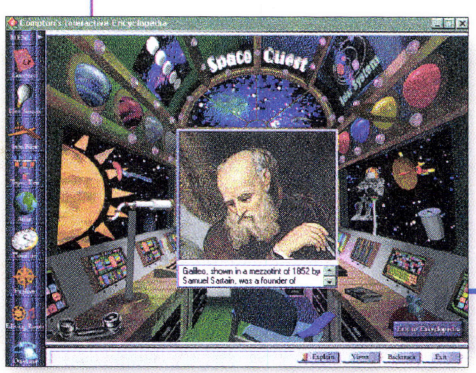
Features

36 *PC Entertainment*'s Third Annual Editors' Choice Awards
Edited By Christine Grech
We select the 25 top games, multimedia titles, and hardware of 1995. From Game of the Year to Best Multimedia Music title, every one of our selections is a guaranteed winner.

44 The Murphys
Ol' Tex set a high standard for live action in computer games—not just any people, effects, and scenes merit a Murphy. Here's our winners for the best performances of the year.

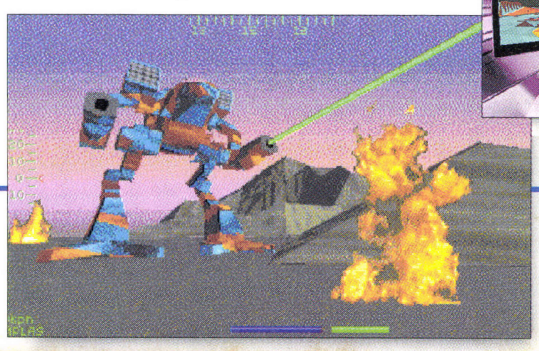
49 Judgment Day for Windows 95
COVER STORY
By Fredric Paul
Microsoft says Windows 95 is the platform that'll finally break DOS's hold on the gaming world. Is big Bill just blowing smoke, or will gamers be plugging and playing? The next batch of Win 95 games may hold the answer.

57 Guided Tour: Druid: Daemons of the Mind
GUIDED TOUR
By Christopher Lindquist
Role-playing games are dead! Long live RPGs! Going beyond the world of hit points and charisma stats, Sir-Tech Software's Druid injects new life into a troubled genre.



Compton's keeps pace as encyclopedias add the online factor, page 125.

MechWarrior 2 is Game of the Year. Period. Page 36.





Havoc may be the first Windows 95 game to take advantage of Microsoft's SDK, page 49.

PC GAMES®

DOS, Windows, and Macintosh

Sneak Peeks

62 Dungeon Keeper

Game of the Month

64 Star Rangers

Action Games

66 Destruction Derby
68 Arcade Mania, 3D Table Sports
70 Cadillacs and Dinosaurs, Wing Nuts
72 Mortal Kombat 3
74 Screamer
76 Sega Goes PC
78 The World of PC Pinball

Action/Adventure

80 Alien Odyssey
82 Total Distortion
84 TekWar
86 Entomorph: Plague of the Darkfall

Adventure

88 Silent Steel
90 Bad Mojo
92 Robot City

Brain Drain

94 You Don't Know Jack

Fly & Drive

96 Fighter Duel

Role-Playing Games

98 Stonekeep

Simulation Games

100 SimIsle
102 Capitalism
104 Exploration

Sports Games

106 Quarterback Attack with Mike Ditka
108 Hardball 5
110 Trophy Bass

Strategy Games

114 Advanced Civilization
116 Breach 3
118 Caesar II

Game Shorts

120 Alexi Lalas Red Hot Soccer, Diamonds 3D



Philips has a sleeper hit with Alien Odyssey, page 80.

January 1996

Take a fast ride in Screamer, page 74.





Star Rangers brings strategy to space sims, page 64.



Role playing lives in Stonekeep, page 98.

PC Entertainment®

VOLUME 3, NUMBER 1

PC Entertainment (ISSN 1074-1356), The No. 1 Interactive Entertainment Magazine, is published monthly for $18.00 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; (415) 349-4300; An IDG Company: The World's Leader In Information Services On Information Technology. The PC Entertainment® name and logo are registered trademarks of Infotainment World, Inc. Second class postage paid at San Mateo, CA, and at additional mailing offices. POSTMASTER: Send address changes to PC ENTERTAINMENT, P.O. Box 59710, Boulder, CO 80322. Change of Address: Please send old label and new address to PC ENTERTAINMENT, P.O. Box 59710, Boulder, CO 80322. GST 131 304 347. Foreign and Canadian orders must be prepaid in U.S. dollars on a U.S. bank and must include $30/year additional for shipping (air delivery). No part of this publication may be printed or reproduced without written permission from the publisher. *PC Entertainment* makes every effort to ensure the accuracy of articles published in the magazine and assumes no responsibility for damages as a result of errors or omissions. PRODUCED IN U.S.A.

Tech Shop

142 Hot Tech Toys for '96

Happy New Year! From 3-D graphics to digital joysticks, here are the products that we think promise a very fun future.

144 Playing with Wire

Ever wonder why some online games play fair while others hiccup and twitch? Get the lowdown on how games get through your modems, networks, and other connections.

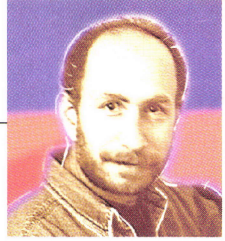
146 S.O.S.

Have a chat attack through your modem, why 28.8 may equal 19.2 (or even less), and the difference between MPEG and MPEG.

= See related demo on the *PC Entertainment* CD-ROM



DSVD modems let you talk and play at the same time, page 146.



Fredric Paul

What's In a Name?

You may have noticed something different about the cover of this month's issue. That's right, we changed our name...a little. As of this month, *Electronic Entertainment* becomes *PC Entertainment.*

Don't worry, the new name doesn't signal big changes in the magazine: It merely reflects our evolution over the past two years. We've been focusing on computer-based entertainment for more than a year now, and we simply decided it's time to update the name to match the content.

Just as we've gotten hooked on the computer for entertainment, so have you, our readers. According to our reader surveys, about 85 percent of you use a PC for your entertainment, with most of the rest of you devoted to the Macintosh. If you're in the Mac camp, don't worry; we'll still cover Mac-based games and multimedia as much as we always have. In fact, as a computer-oriented publication, there'll be even more room for Mac reviews and stories.

We are incredibly excited about the computer's emergence as a mainstream entertainment platform. That's because while today's computer game play often equals or surpasses offerings on video game systems, computers offer a host of other entertainment options. In addition to an increasingly broad variety of games, PCs and Macs also run multimedia entertainment titles, enhanced audio CDs, and fascinating reference software. They're also our ticket to the fast-growing world of online services and the Internet.

Our focus on computers is nothing new, of course. We've been bundling our own exclusive CD-ROM with newsstand copies of the magazine since November 1994. The discs have proved extraordinarily popular because they let you try the latest games and multimedia titles before you buy (not to mention offering plenty of other nifty features). And because they work only with PCs and Macs, our discs also define us as a publication for computer gamers, Net surfers, and multimedia fans.

As I said, the name change to *PC Entertainment* doesn't signal a wholesale shift in the direction or contents of the magazine. But in this third anniversary issue, you will see a couple of refinements.

To better integrate our gaming and multimedia coverage, for example, we've split Sharp Edge at the front of the book into Game News, Multimedia News, and Online News. The Spotlight and Edutainment sections, home of our multimedia hardware and software reviews, are moving to the back of the book to be near the game reviews. This way, you'll have all the news in one place, all the reviews in another.

Finally, while our focus will be on fun stuff for computers, we'll still keep you up to date on important developments in CD-based console games, like the look at Nintendo's Ultra 64 on page 14.

So welcome to *PC Entertainment.* And enjoy!

FP

Tell me what you think! Send e-mail to fpaul@iftw.com; fax me at 415-349-7482; or send snail mail to Editor, *PC Entertainment,* 951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404.

PC Entertainment®

PUBLISHER
John F. Rousseau

EDITOR IN CHIEF
Fredric Paul

ART DIRECTOR
Kathy Marty

EXECUTIVE EDITOR
Christopher Lindquist

FEATURES EDITOR
Christine Grech

ASSOCIATE MANAGING EDITOR
Joy J. Ma

REVIEWS EDITOR
Ann M. Marcus

SENIOR COPY EDITOR
Donald St. John

SENIOR DESIGNER
Anthony Lukban

ASSOCIATE EDITOR
Steve Klett

ASST. EDITOR
Bill Meyer

ASST. PRODUCTION MANAGER
Catherine D. Peddie

PRODUCTION COORDINATOR
Laura W. O'Hare

EDITORIAL INTERNS
Suzanne Frear, Sue J. Kim

CONTRIBUTING EDITORS
Paul Bonner, Barry Brenesal, James Daly, Keith Ferrell, Jane Greenstein, David Israels, Gregg Keizer, Peter Olafson, Don Steinberg

MANUFACTURING

Director of Manufacturing	Fran Fox
Manufacturing Manager	Cathy Theroux
Manufacturing Specialist	Jill McWilliams
Manufacturing Specialist	Lynn Luis

CIRCULATION

Circulation Manager	Kathy Sund
Fulfillment Specialist	Randy Randolph
Electronic Publishing Specialist	Christina Cheney
Newsstand Sales Manager	Bill Horan
Newsstand Sales Specialist	Donna J. Badgett
Subscription Coordinator	Amy Nibbi
Subscription Customer Service	(800)688-4575
	e2_subs@iftw.com
Single-Copy Sales	Kemco Services
	(603) 924-0224
TO SUBSCRIBE	(800)770-3248

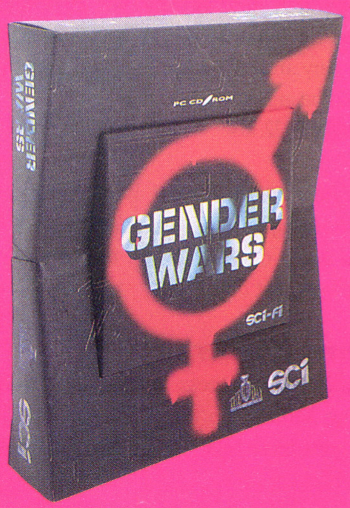
Member BPA INTERNATIONAL

INFOTAINMENT WORLD

President and Founder	Patrick J. Ferrell
Executive Vice President/Group Publisher	John F. Rousseau
COO/Senior Vice President	Bruce W. Gray
Vice President of Circulation	Holly Klingel
Human Resources Director	Christine Y. Yam
Human Resources Representative	Kelly Lynch
Marketing Manager	Valerie Hennigan
Executive Assistant to President	Diana Cruz
Executive Assistant to E.V.P.	Lonnie Forbes
Director, Expos and Events Division	Stacy Hollingsworth
Conference Manager	Laura Simmons
Marketing Services Manager	Cindy Penrose
Editorial Manager, Electronic Media	Andy Eddy
Marketing Coordinator	Rebecca Patton
Accounting Manager	Laura Rosenga
Accounting Coordinator	Terry Gehring
Accounting Intern	Laura Baza
Operations Manager	Jeannine C. Harvey
Supervisor Office Services	Lesieli Friesen
Network Administrator	Salvatore Conigliaro
Facilities Coordinator	Sam Grimaldo
Receptionist	Dianna Tautenhahn



FOR PERFECT RESULTS EVERY TIME



THE ULTIMATE BATTLE OF THE SEXES
Available on PC CD-ROM from the strangest places

sci

ENTERTAINMENT IN ITS PUREST FORM
For more information call: 1-800-292-3797



Letters

CD Mystery

I just read your review of MicroProse's Across The Rhine in the November issue (page 114) and completely agree with it. But I do expect some quirkiness in simulations that try to do so much, so I still enjoy the game—crashes and all.

You mention that the game has a second Windows CD-ROM with historical video. I purchased my copy while on vacation in England, but it only had the CD-ROM containing the game. When I spoke to MicroProse, they flatly denied the existence of a second CD-ROM. Can you help clear this up?

Graham Hayhoe
Roy, WA

According to MicroProse, all copies of the US version of Across The Rhine feature a second reference CD-ROM. Unfortunately, foreign versions of the game do not. —Ed.

Apples and Oranges

I have some comments on your October review of the Apple 600e CD-ROM drive ("William Tell Overdrive," page 27). I think it should have received more than three stars. Apple's CD-ROM drives have one of the best CD-reading mechanisms you can buy. And its 600Kbps drive speed makes it even faster than its predecessor, the 300e.

Russ Otto
GuySmily12@aol.com

Apple Computer's 600e score suffered because of the drive's price tag. At $349, there are better buys, such as the Chinon CDS-545. With a Mac Connection Kit, the total package will still be under $225. —Ed.

Short–Not Sweet

I have a real problem with your review of Phantasmagoria in the October 1995 issue. You neglected to mention how short the game is and how easy it is to beat, even without the Hint Keeper. Also the censoring option is just about useless. It only blocks out the sex scene completely; you can still see all the blood, although not as clearly.

Also, when will you review Gabriel Knight's: The Beast Within? This looks good, but I am concerned it also will be too easy.

Richard Cook
rjcook@ns.cencom.net

Point well taken. While we did indicate that the game might not appeal to hard-core gamers, we didn't mention that it's a bit short.

Phantasmagoria sacrifices some traditional game-play elements—in this case, length—in favor of stuffing in as much video as possible. Some game developers are willing to make this trade-off in the hopes of attracting less experienced gamers, even non-gamers. —Ed.

Whither Warhammer?

I really enjoy your magazine, but I haven't seen any Warhammer games reviewed. I am planning to buy Warhammer 40,000: Dark Crusaders, but no one is talking about it. Is it still coming out?

Shane McCoy
Cooper City, FL

We reviewed one Warhammer game, Blood Bowl, in our July 1995 issue (page 72). However, several of the Warhammer games expected from Mindscape, including Warhammer 40,000: Dark Crusaders, had not been released for review at press time. However, according to the company, you should see Warhammer 40,000: Dark Crusaders around now. —Ed.

Desperate

I desperately need any info you guys have on Wing Commander IV! When is it coming out? Any and all juicy tidbits you might have would be greatly appreciated.

phish@204.122.16.4

Our June cover story of Wing Commander IV should give you some details. And look for a demo of Wing IV on this month's PC Entertainment *demo CD. —Ed.*

Demo Fever

I really liked Access Software's Under A Killing Moon. Are there other games like it that you have reviewed? Also, I'm looking for free demos of upcoming games.

Alex Ectevarric
Guaynabo, P.R.

I recently started surfing the Net and was wondering if you could send me some addresses for game sites to download demos or shareware. I found a demo of Hexen (thanks to you) which is quite awesome.

Desmond Lawrence
lawerende@axp.calumet.purdue.edu

Check our back issues for reviews of The Daedalus Encounter (July 1995, page 66), Phantasmagoria (October 1995, page 82), and The Journeyman Project 2: Buried In Time (October 1995, page 78). Also, every issue of PC Entertainment *features a free CD-ROM brimming with hot new demos. For demo downloads, try Pacific Hi-Tech's games' archive at* **http://www.pht.com.** *—Ed.*

We Take Requests

Here are a few page references for frequently requested cheats we have published.

Doom 2: Electronic Entertainment, *March 1995, "Doom II Strategy Guide," page 54*

Magic Carpet 2: Electronic Entertainment, *December 1995, "Need A Hand," page 117*

Mortal Kombat 3: Electronic Entertainment, *October 1995, "Put Up Your Dukes," page 77*

Rise Of The Triad: Electronic Entertainment, *June 1995, "Rise Of The Triad Cheats," page 65*

SimCity 2000: Electronic Entertainment, *July 1995, "Champion Tips and Cheats," page 61*

Wolfenstein 3D: Electronic Entertainment, *July 1995, "Champion Tips and Cheats," page 61*

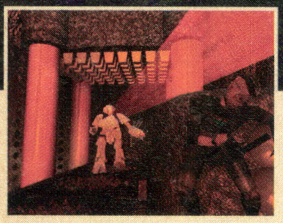
Correction

The order number for F/A-18 Hornet 2.0 from Graphic Simulations is 214-386-7575.

Got something you want to get off your chest? Do it! Write, fax, or e-mail us at: Letters to the Editor, c/o **PC Entertainment,** *951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404; fax: 415-349-7781; Internet address, e2Letters@iftw.com; and CompuServe: 73361,265.* ■

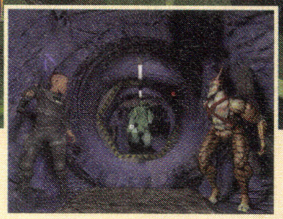
ILLUSTRATION BY PAUL WILEY

HOW TO MAKE FRIENDS AND ANNIHILATE ENEMIES



Infiltrate the enemy Comm Bunker.

You've crashed on a strange planet. You quickly become friends with the local alien, Gaan. Together, you'll go from hauling butt through the forest to blasting into a bomb-filled mine shaft to fighting through an armory to destroy a reactor. It's Alien Odyssey -- the PC CD-ROM game with incredibly smooth character animation and Argonaut's exclusive 3D adventure game technology. It's total annihilation. But in a friendly sort of way.



Use teamwork to solve puzzles and outwit invaders.

ALIEN ODYSSEY

PHILIPS

ARGONAUT SOFTWARE LTD

©1995 Philips Media, Inc. ©1995 Argonaut Software Limited.

For more information call 1-800-340-7888. Visit our Web Site at http://www.philipsmedia.com/media/games



Visit our web site at http://www.vie.com

The 11th Hour: The sequel to the 7th Guest & The 7th Guest are trademarks of Virgin Interactive Entertainment, Inc. & Trilobyte, Inc. © 1995,©1992 Virgin Interactive Entertainment, Inc. & Trilobyte, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.



The 3-D graphics will whiten your hair, not your teeth.



Relax, and let us draw you a nice hot bloodbath.



"Gee Wally, Mrs. Cleaver isn't so nice anymore."

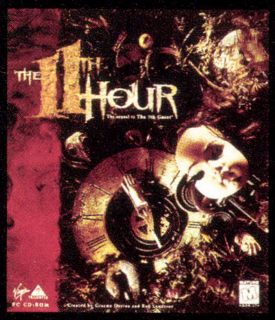


Nineteen puzzles kill precious time, as well as brain cells.

You can stop grieving now. The 11th Hour: The sequel to the 7th Guest™, has finally arrived. This PC CD-ROM game fuses incredible 3-D graphics and mind-numbing challenges with a full-length psychological thriller. It's also 12 times bigger and 2 CDs longer than its predecessor. So, is The 11th Hour really worth the wait? Well, we think it's totally killer.

Virgin INTERACTIVE entertainment

TRILOBYTE



It's finally arrived.

NEWS

Game News



Spectrum adds Doom-style action to a new Star Trek: Generations game in '96.



Fans of Magic: The Gathering should watch for the Desktop Illusions screen saver package.

Spectrum Hopes for Clearer Skies in '96

What do you do when bad things happen to your good game company? You make changes and hope for the best.

That's exactly what Spectrum HoloByte is up to these days. The once high-flying game maker fell on tough times after its merger with MicroProse. Complications with the merger and inefficiencies in the company's structure resulted in losses as well as a batch of games that were late, buggy, or low-quality.

Now CEO Stephen Race, formerly President of Sony Computer Entertainment of America, is advancing an updated company strategy. Each of Spectrum's four development units—Spectrum HoloByte, MicroProse, MicroProse U.K., and SimTex Software—will no longer control day-to-day sales, marketing, and accounting, allowing the "studios" to focus exclusively on making games.

The change spelled layoffs for 19 percent of Spectrum's staff, but it should lead to better games for players. Gone are the days when Microprose was expected to acquire two outside games per quarter (resulting in mediocrities like Zeppelin). The new structure should also minimize delays, such as those that saddled Top Gun. Most of all, though, Spectrum will have to impress game players with its 1996 lineup to become financially sound again. Thankfully, several upcoming releases show promise.

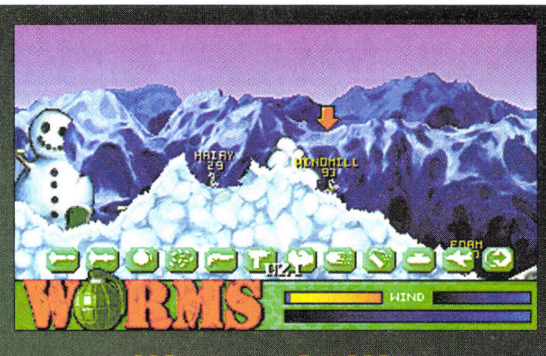
On the top of the list is **Magic: The Gathering.** Originally scheduled to ship last fall, a Windows 95 version of this popular role-playing card game should ship in early 1996. For fans who can't wait, the company is releasing a Windows 95 **Desktop Illusions** screen saver package based on the game.

Also slated for early 1996 is the new **Star Trek: Generations** adventure, featuring Doom-style first-person action. Expect great graphics and a soundtrack featuring the voices from the show's stars.

Meanwhile, Ultimate Football will be benched next fall in favor of **ABC's Monday Night Football,** the result of Spectrum's recent deal with ABC Sports. The title should include the show's well-known theme song as well as footage from ABC's video library.

In addition, online gaming will become a priority. Look for several of Spectrum's multiplayer games to appear on the Total Entertainment Network, leading off with **Civ-Net,** the multiplayer version of Civilization. Finally, Spectrum scored a major coup when it signed a five-year deal for FASA's BattleTech universe. At least the next two **MechWarrior** games should come from Spectrum, not Activision.

Spectrum's list doesn't stop there. **Sid Meier's Civilization 2000, Master of Antares, Citizens: Backwater Affairs,** and **Super Heroes** should also hit the shelves in 1996. You may even catch a glimpse of the long-delayed **Falcon 4.0.** Just keep your fingers crossed. You can bet Spectrum HoloByte will be doing the same. *—Christopher Lindquist*



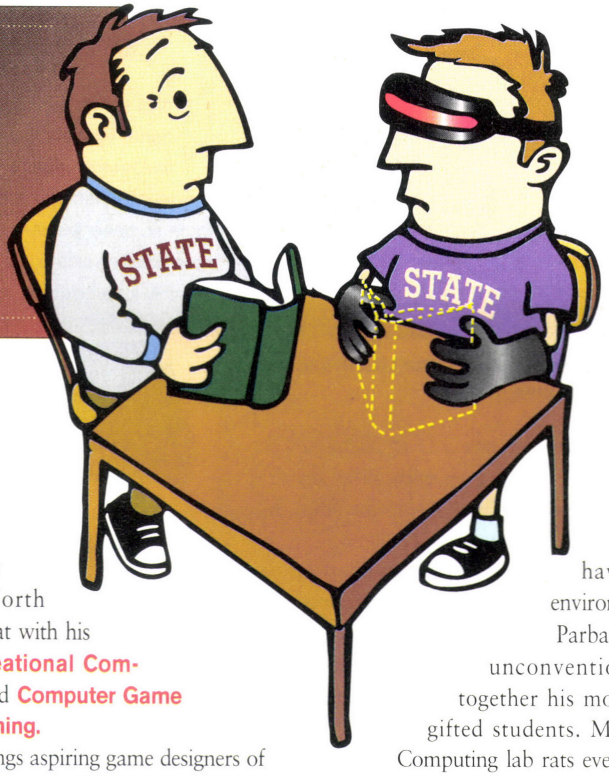
Worms At War

Ocean of America is trying to break new ground–literally–with its strategic combat game **Worms,** shipping this month. This tongue-in-cheek game of wiggler warfare pits up to four worm platoons against each other in an all-out battle to the finish.

The dirty fighters battle with imposing weapons, such as Uzis, grenades, bazookas, homing missiles, and cluster bombs. Other additions include bungee jumping, banana bombs, and exploding sheep. This new breed of subterranean slaughter will also support 16-player network matches. Get a shareware demo now at **http://game.www.worms.com.** *–Bill Meyer*

Platform: DOS CD **Available:** Now

Gaming Goes to College



Most game designers have to learn their craft on their own, but Dr. Ian Parbarry, a professor at the University of North Texas, might change that with his **Laboratory for Recreational Computing** and course called **Computer Game Design and Programming.**

Parbarry's course brings aspiring game designers of all stripes—techies, artists, musicians—together to learn the basics, share their ideas, and create games. It's also aimed at giving serious students the skills (and the job-application demo) needed to get hired at today's hottest game companies.

"The games programming market is not being addressed by universities and should be," Parbarry says. "Higher education needs to focus on principles, but also teach marketable skills."

Parbarry found that most of his students were game players who longed to begin their own creations, but lacked the resources or a proper setting in which to do so. Now, with a university-funded course, a lab that is open around the clock, corporate sponsors like IBM and Silicon Graphics, and visits from programmers such as id's Dave Taylor, rookie designers have just the fertile environment they need.

Parbarry noted that this unconventional class brings together his most motivated and gifted students. Many Recreational Computing lab rats even pursue classes in other disciplines, such as advanced algebra or art, to add one more element to that demo that could get them in the door.

The best part? It works. Jeff Wofford spent many an hour in Parbarry's class and lab before taking a job with Origin to work on its upcoming game Armor. And as more universities follow Parbarry's lead, you can bet better trained designers will lead to better games. Visit LARC's web page at **http://www.hercule.csci.unt.edu/larc** for more information. *—Bill Meyer*

ILLUSTRATION BY ADAM VANDERHOOF

This Stick Kicks!

Playing games with the average joystick is kind of like driving a big American car. You're in control, but there's no tactile sense of speed when you shift into high gear.

The revolutionary **PowerStick**—due out midyear—feels more like a responsive sports car. Equipped with NASA simulation technology and powerful motors in the base, the PowerStick connects you to your games in a whole new way by deflecting force into your hand at opportune times. Racing games fight you through the turns, flying games generate G-forces, and fighting games give you a jolt when you take one in the kisser. Hold on tight when you fire the shotgun in Doom II—the PowerStick is liable to jump out of your hand.



Grab the PowerStick and hold on tight.

Exos, the developer, says the stick works with existing programming hooks in Windows 95 to make supporting it a no-brainer. Expect some 25 titles, including Doom II for Win 95, Red Baron II, NASCAR Racing, TerraNova, Flight Unlimited, Microsoft Flight Simulator 5.1, MindWarp, and Zone Raiders, to take advantage of its kick at launch. And, of course, the PowerStick will work with any game as a regular programmable joystick. Look for Exos to lower the PowerStick's $150 price to about $80 within a couple of years of its initial release. (Exos; 617-933-0022; $150) *—Fredric Paul*

Platform: PC **Available:** August

scouting REPORT

- Sony Interactive Entertainment recently filled the shelves with a trio of titles: **NBA Airborne '95, ESPN National Hockey Night,** and **Simon the Sorcerer II: The Lion, The Wizard, and the Wardrobe.** Also, watch for the arcade shooter **WarHawk** in March.
- SimCity fanatics should check out WizardWorks' **S!Zone.** It's packed with 800 new cities for SimCity 2000 and 250 towns for SimCity Classic for only $29.99. (612-559-5140)
- ThrustMaster is shipping the wacky **Wizzard Pinball Control,** a pair of flipper buttons that attach to your keyboard. It costs $39.95 and ships with the pinball collection Royal Flush. (503-639-3200)
- If you fancy epidermis art, check-out **SKIN: The Virtual Tattoo** from Atlantis Interactive. Created by Dream Designers, you must discover why all of Skinville's tattoos are coming to life. (800-822-8339)
- Puzzle lovers watch for the surreal fantasy adventure **Chaos** from HarperCollins Interactive for Windows and Mac. Watch 11 avant garde characters search for the true meaning of order and disorder. (800-242-7737)
- LucasArts will be busy in early '96 shipping **Afterlife,** a sim in which you run Heaven and Hell, and **Indiana Jones and His Desktop Adventures,** featuring a unique mini game-generating engine. Also, look for **Sam & Max Hit the Road** and **Day of the Tentacle** on Mac CD. (800-782-7927)
- Stormfront Studios' **Old Time Baseball** recreates a century of baseball with every big-league team and player from 1871 to 1981, plus 16 classic stadiums. (415-479-2800)
- Threshold Entertainment's shipped **The Ultimate Guide to Mortal Kombat** on CD-ROM. Get the scoop on the Mortal movies and a complete video strategy guide. (212-930-4451)

NEWS

Multimedia Black Magic



3Dfx Interactive's Voodoo Graphics could give NVIDIA and Rendition a run for their money.

Yet another company is determined to bring high-end 3-D to your PC. 3Dfx Interactive is targeting the PC home entertainment market—as well as challenging competition like NVIDIA and Rendition—with its **Voodoo Graphics** chip set. Orchid and Fujitsu have already lined up to use the chips on their 3-D accelerator cards, due out this spring. Meanwhile, the usual game-making suspects, including Papyrus and Domark, are considering support for Voodoo in their upcoming titles.

3Dfx claims to have the upper hand because of its strict 3-D focus. Unlike NVIDIA, 3Dfx does not bother with Windows and video acceleration or sound support on its chip set, assuming most customers have separate hardware for these needs. Hence, it says, Voodoo Graphics can produce high-end 3-D at 30 frames per second and faster, even with all its features turned on—something it claims the other chip vendors can't match.

Finally, 3Dfx says it can create more graphics magic than the opposition with advanced lighting effects, texture morphing and animation, and atmospheric effects such as fog, transparency, and translucency. Time will tell, but from the looks of it, 3Dfx has something fun up its sleeve. (3Dfx Interactive; 415-934-2400) *—Bill Meyer*

Platform: PC
Availability: 1996

First Look

No, it's not a rumor. Nintendo's Ultra 64 game system really exists: Folks got their first look at Japan's winter Shoshinkai show. The much-anticipated console seems to have some surprise twists, including a controller with three handles and an I/O port on its bottom, presumably for an external memory device.



Nintendo's Ultra 64 looks hot, but will it play cool?

As for games, look for Nintendo's Cruis'n USA and Killer Instinct as well as third-party titles from Acclaim (Turok: The Dinosaur Hunter), Williams (Doom, Open Ice), Sierra On-Line (Red Baron), GameTek (Robotech), Mindscape (Monster Dunk), Spectrum HoloByte (Top Gun), as well an all-new Star Wars adventure, Shadows of the Empire, that LucasArts did exclusively for the Ultra 64. *–Bill Meyer*

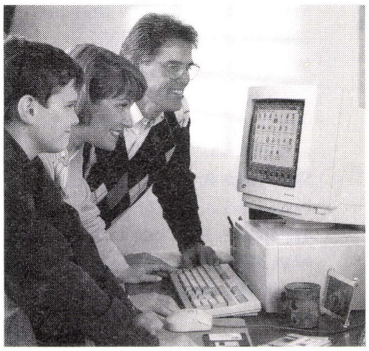
Dark Forces Level Codes

Storm Troopers still dogging you at every step? Well, gutless gamers, here's a quick way to sample any one of Kyle Katarn's missions against the Empire.

1. **Secret Base: lasecbase**
2. **Tak Base: latalay**
3. **Anoat City: lasewers**
4. **Imperial Weapons Research Facility: latestbase**
5. **Gromas Mines: lagromas**
6. **Imperial Detention Center: ladtention**
7. **Ramsees Hed Docking Port: laramshed**
8. **Robotics Construction Facility: larobotics**
9. **Nar Shaddaar: lanarshada**
10. **Jabba The Hut's Ship: lajabship**
11. **Imperial City: laimpcity**
12. **Imperial Fuel Station: lafuelstat**
13. **The Executor: laexecutor**
14. **The Arc Hammer: laarc**

Advertisement

Earn $4,000 Per Month From Your Home With A Computer!



Pentium™ Computer Included

Quit spending money on your computer and let it earn money for you. This is a proven business an individual or couple can run. If you purchase our software and business program, you will receive the computer and printer at no extra cost. If you already own a computer, you may receive a discount. Begin part-time and still retain the security of your present position. We will provide free, home office training. Financing available.

Learn how other individuals like yourself are building lifetime incomes!

To receive free explanation cassettes and color literature, call toll-free:

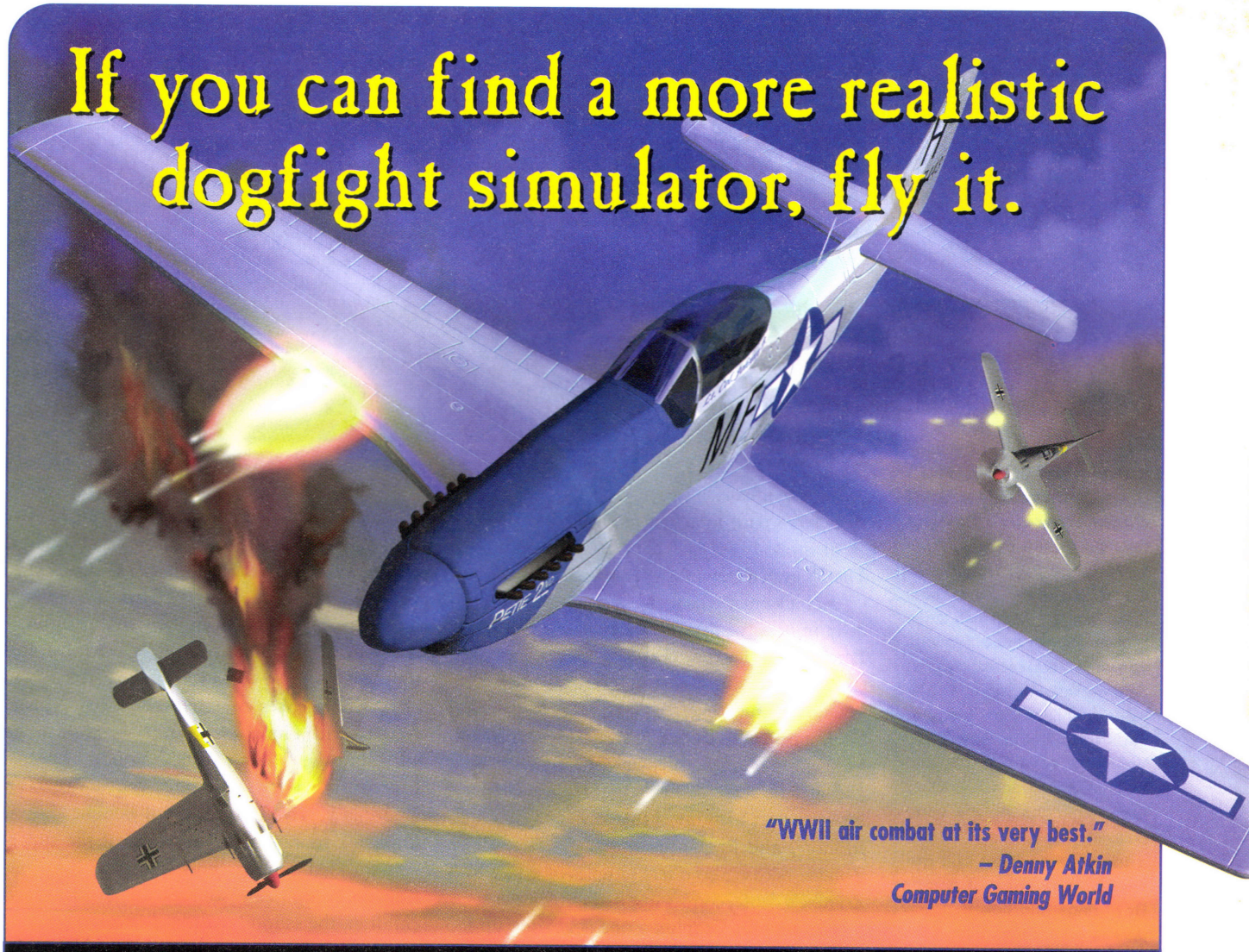
1-800-343-8014, ext. 2278

Or Write:

Computer Business Services, Inc.,
CBSI Plaza, Ste. 2278, Sheridan, Indiana 46069

MasterCard VISA DISCOVER AMERICAN EXPRESS

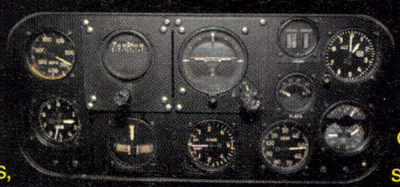
If you can find a more realistic dogfight simulator, fly it.



"WWII air combat at its very best."
– Denny Atkin
Computer Gaming World

FIGHTER DUEL™

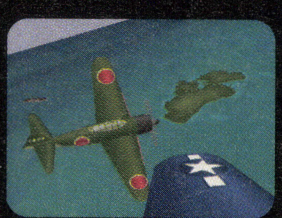
Fifty years ago, air combat decided the fate of the world. Now it's your turn. With Fighter Duel for PC CD-ROM. The most realistic dogfight simulator in history. Through amazing high-resolution graphics, you'll experience real-world physics and flight modeling as you pilot Messerschmitts, Spitfires, Mustangs, Corsairs and Zeros. There's even a rookie mode for beginners.



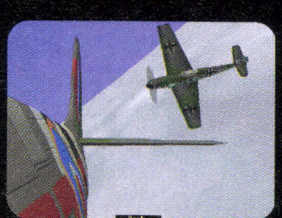
Can you survive seven tactical scenarios? Overcome eight bandits at once? Or outgun that second modem pilot? Without losing your lunch… Or your life? Fighter Duel. The way it is, is the way it was.



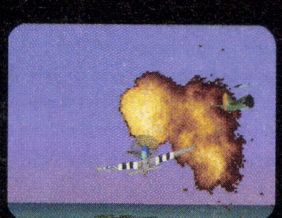
Photo-realistic, fully functional instrument panel.



Dogfight the deadly Zero or 12 other classic WWII war birds.



Scan the skies with multiple cockpit views.



Take on human opponents in two-player modem duels.

KIDS TO ADULTS
K-A
AGES 6+

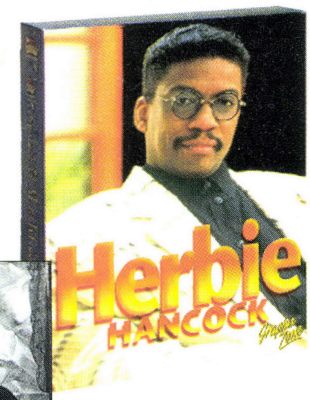
©1995 Philips Media, Inc.

For more information call 1-800-340-7888.
Visit our Web Site at http://www.philipsmedia.com/media/games

PHILIPS

NEWS

Multimedia News



Jazzer Herbie Hancock jams with Graphix Zone.



Road warriors Blues Traveler will "run around" Philips' HORDE enhanced CD.

news FLASH

■ U.S. Gold is now distributing a new version of DiscUS Sports' **Official Super Bowl Commemorative Edition** CD-ROM (see review, April 1995, page 22). Now called **Super Sunday**, the original three-disc package has been broken up into three separate volumes. Narrated by Pat Summerall, Volume 1 has video highlights, photos, and stats from Super Bowls I-X, Volume 2 covers XI-XX, and Volume 3 includes XXI-XXIX. Other changes include compatibility with Windows 95 and a trivia game. You still get exclusive images of Super Bowl rings and tickets. Each disc is priced less than $20, while the original three-disc set was about $60. (U.S. Gold; 415-693-0297; Win CD, Mac CD, street price $19.95 each)

■ **Iran has gone high-tech.** According to an Associated Press report, Iran has issued what state-run Tehran television calls "the first computer games embracing Islamic moral values and beliefs"—an effort to reconcile the 1979-reinstated puritanical values with modern technology.

Unfortunately, Mr. Sho'ai, director of the Iranian research center where the title was developed, gave no specific details about the theme or format of the games, but noted that they will be mass-produced. Already, the Iranians have developed a number of computer programs for studying the Koran, Islam's holy book.

■ Exercise can be a boring

continued on page 18

Sounding Off...Again

The multimedia music industry's pace continues to quicken, with several more big-name projects making news. There's even a new multimedia-only record label.

nu.millennia, which showed off some graphically impressive demos at last year's Electronic Entertainment Expo, is cueing up releases from thrashers **White Zombie**, country star **Clay Walker**, soulful rocker **Terence Trent D'Arby**, and hip-hoppers **P.M. Dawn**. The discs, which should be in stores momentarily, will list for $14.95 each and include three to five songs from the artists' most recent albums, plus interviews, video footage, and liner-note material. The White Zombie release also offers samples of leader Rob Zombie's dense, comics-inspired graphical art.

Meanwhile, Graphix Zone is gearing up for repeat multimedia music performances (the company did ☥ and Bob Dylan titles last year) with a history of jazz with **Herbie Hancock** and a country music title with **Willie Nelson** and **Johnny Cash**. Philips, which produced the cranberries' doors and windows title last year, is putting together a disc featuring artists from the popular summer HORDE tours, such as **Blues Traveler** and the **Black Crowes**. And GTE Interactive will chase its releases of Forrest Gump—Music, Artists and Times (see our review on page 124) and the Rolling Stones' Voodoo Lounge Interactive with a project featuring **Neil Young**'s yearly Bridge School Benefit shows. Look for footage from all eight of the superstar-studded acoustic concerts, plus information on computer resources for handicapped children, the school's *raison d'être*.

—Donald St. John

Wide World of Suds

American beer lovers with a taste for the brews of other nations can expect a new multimedia way to check them out. Discovery Channel Multimedia is following up its popular Beer Hunter CD-ROM with World Beer Hunter, a CD-ROM primer on international beers.

As with the original disc (which concentrated on American craft brews), World Beer Hunter features British beer expert Michael Jackson, the field's best-known taster. Jackson samples literally thousands of beers every year, and offers his thoughts on particular brands, different regional styles, and the ace places for pub crawls. The CD-ROM will also have links to The Discovery Channel's Web site for updates and new information. (Discovery Channel Multimedia; http://www.discovery.com; 301-986-0444; $39.95)

–Donald St. John



Michael Jackson, the guy with the job you'd love to have.

Platform: Win CD, Mac CD
Available: June 1996

Michael & Lisa Marie ?

Why do most child stars end up in the slammer?

Will it really make me go blind?

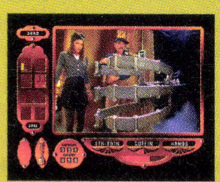
Life's Greatest Mysteries

Barney?

What's in those cocktail weenies anyway?

Double Switch



Let's face it. Life's full of mysteries. Some just have better plots. Take Double Switch, for example. It's a mystery adventure that features over 20 twisted characters who you follow through an even more twisted plot. By controlling the action throughout the game, you carry out your mission to save the main character, Eddie, who's trapped in the basement. Only with his help can you find the hidden treasure that shrouds the mansion in intrigue. And only then will you uncover other spell-binding mysteries of Double Switch. Like, whatever happened to Corey Haim, for instance.



DOUBLE SWITCH

TEEN AGES 13+

AVAILABLE ON WINDOWS® 95 CD-ROM, MACINTOSH CD-ROM AND SEGA SATURN. SEE YOUR LOCAL RETAILER. 1-800-332-0032

HTTP://WWW.DIGIPIX.COM

Double Switch is a trademark of Digital Pictures, Inc.© 1993, 1994, 1995 Digital Pictures, Inc. All rights reserved. All other brand or product names are trademarks or registered trademarks and are the property of their respective owners.

NEWS

news FLASH

continued from page 16

business, especially when you're stuck indoors. The LiveWire Project wants to make your indoor workouts more fun. **LiveWire Interactive Exercise Reality** attaches to your exercise bike, treadmill, stepper, Nordic ski simulator, or real bike (placed on rollers) and monitors your heart rate and speed using the accompanying chest belt and speedometer. You also get the **RIDE: Moab–The White Rim Trail CD-ROM** for 3DO game consoles–look for an MPEG version for Windows 95 and a modem version for competitive exercising by the end of 1996. The images–28 minutes of interactive video scenery of beautiful Moab, Utah, shot from a bike rider's point of view–displays on your TV. As you speed up or slow down, the product's sensing and playback equipment adjust the video's speed accordingly. Upcoming titles will include road touring footage from around the world and professional racing from Europe and the U S. You'll even be able to chase Indurain and Pantani up L'Alpe du Juez in the 1994 Tour de France. (LiveWire: 801-742-2198; $150)

■ Virtual reality may soon be coming to a theater near you. **The Magic Theater Project,** developed by North Carolina's Design Magic, uses and promotes a proprietary technology designed to merge video and computer graphic images seamlessly with live actors and props on a real theater stage. Magic Theater Project director David Beaver says these effects could easily make their way into theme parks and legitimate theater performances, as well as other types of location-based entertainment arenas. (Magic Theater Project; 919-833-1818)



with Howie Mandel



There's more to frenetic comedian and actor **Howie Mandel** *than meets the eye. The father of three has been busy producing CD-ROMs with 7th Level Multimedia. The first was Toonland, a barnyard sing-along title for kids aged 3 to 6. His latest,* **Little Howie's Great Word Adventure**, *should be out by the holidays (stay tuned for our review next month). Reviews editor Ann Marcus talked with the surprisingly calm but enthusiastic Mandel by phone.*

***PC Entertainment:* What was your first exposure to multimedia?**

Howie Mandel: Actually, Toonland. And I was amazed. Multimedia lets you sit back and be entertained, or touch buttons, not even knowing what you're touching, to interact, learn, and play. I have three children [aged 3 to 10], and now we have a couple of computers around the house and a few CD-ROMs.

***PCE:* What did your kids think of Toonland?**

HM: They were blown away. I would suggest that Toonland is the first CD-ROM any young child should have. Little Howie's Great Word Adventure has a much larger range. You can set the difficulty level from pre-kindergarten up to 7th or 8th grade. But even as an adult, I can sit and be mesmerized for hours.

***PCE:* How much artistic freedom did you have on Great Word Adventure? Were you working from a script, or could you improvise?**

HM: There was a script, but before it existed we had many meetings on the kind of games we wanted to include. Remember the game when we were kids where you say, "I'm going on a trip and I'm bringing my toothbrush," and the next person says, "I'm going on a trip and I'm bringing my toothbrush and my hairbrush," and so on? Well, in Little Howie, instead of speaking, you repeat and add actions: Pick up something, throw it into a bag, hit the target, grab the skunk, etc. It's fun and it teaches kids to pick out what's important.

***PCE:* How does making CD-ROMs compare to the other types of work that you do?**

HM: Bobby's World (a cartoon TV show), stand-up, and the other things I do are such linear processes. You have an idea. You write it. You produce it. It goes from beginning to middle to end. With a CD-ROM, there are an unfathomable number of choices players can make—and there has to be an ending to each. Or if they push the wrong button, there has to be an appropriate entertaining response written, recorded, and animated. And you can't just throw in anything; you don't want people to lose interest, you want 'em to sit and play for hours.

***PCE:* Do you think it's easier to entertain kids than adults?**

HM: I don't think there is much difference. We're just older kids...with more [or less] hair.

Fleet Fourbearer



Four times the fun.

4x4s already rule the mall parking lots, and NEC wants to park one in your computer's drive bay. A 4x4 CD-ROM drive, that is.

The MultiSpin 4x4 CD-ROM Changer squeezes a four-disc, quad-speed drive into a standard 5¼-inch drive bay. You won't need to mess around with trays or disc caddies, either. You just feed four disks into the front slot and the drive automatically stacks them in its internal "disc elevator." Switching among them is fast and easy, because the unit's bundled software will let you assign a different drive letter to each drive or assign one letter to all four.

So, unlike Smart and Friendly's seven-disc JukeBox (see Spotlight, November 1995, Page 34), the MultiSpin 4x4 is designed to give you access to all of the material on multi-disc titles without having to swap.

Specs include a 250ms average access time and a data transfer rate of 600KB/sec. The MultiSpin 4x4 will also play music CDs–all for less than $300. (NEC Technologies; 800-632-4636; street price $279) ***–Ann M. Marcus***

Platform: PC **Available: Now**



relatively speaking -it's weird

Enter the Kingdom O' Magic and you'll never be the same again.

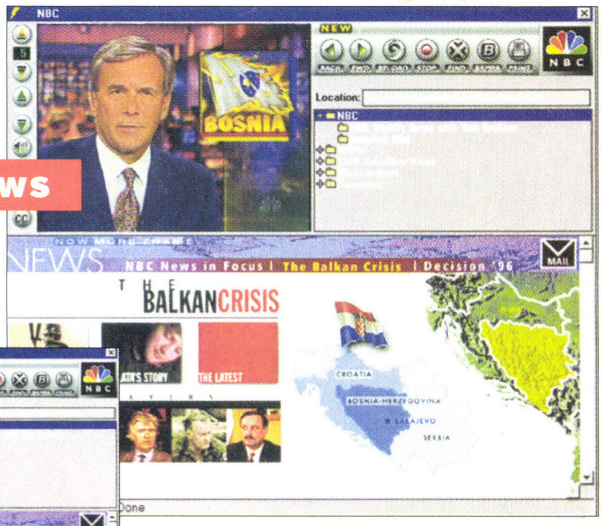
the real-time-lip-syncing-
weird-making-hands-
shaking-laugh-cracking-fun
computer game from SCi...
90 characters,
105 locations...
in theory, it's weird.



SCi

ENTERTAINMENT IN ITS PUREST FORM
For more information call: 1-800-292-3797

Available on PC CD-ROM from the strangest places



Welcome to Web TV



Get your Web over the air—and your TV on the PC—with Intercast.

Intel and several other companies want to dramatically change the way you watch TV. And they may well succeed with Intercast—technology that'll place a broadcast television picture into a World Wide Web page on your PC.

Cleverly, Intercast avoids the crowded, narrow-bandwidth Internet to deliver a one-way TV picture via the broadcast signal itself, embedding the digital data in the unseen lines at the bottom of the screen—the same "vertical blanking interval" that's used to transmit closed-captions. With ten lines each coming in at about 9,600bps, your computer receives the video at near-ISDN speed (about 100Kbps). And because it's coming with the broadcast picture, you can get the data whether you're using a satellite dish, cable, or even those old rabbit ears.

Packard Bell, Gateway 2000, and other computer companies plan to embed Intercast TV tuner boards into their next round of systems. Netscape will support the standard in Navigator 2.0, allowing the Intercast signal to coexist with standard HTML content. And NBC, Viacom (read: MTV, VH-1, and Nickelodeon), and Turner Broadcasting have jumped on the content bandwagon. With an open standard available to anyone—and heavyweights already on board—look for a lot of buzz about Intercast this year. (Intel; **http://www.intel.com**)

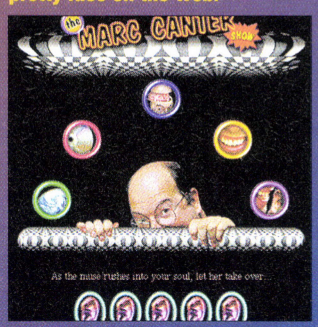
—Donald St. John

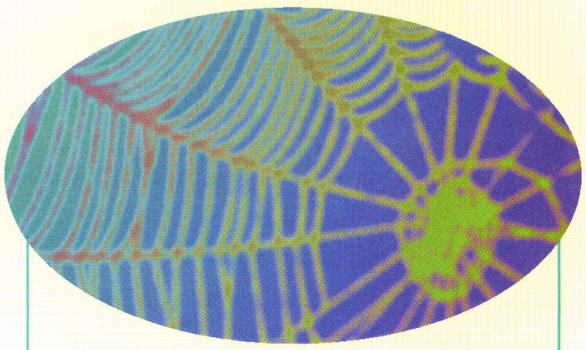
Channeling the Web

One compelling model for World Wide Web sites is TV. And like it or not, the Web has its first two soaps. The Spot is an irresistible look at the day-to-day dramatica of a pack of Beautiful Young People, a la *Melrose Place* or MTV's *The Real World*. Follow the hordes already seeking guilty Web pleasure at http://www.thespot.com. Another everyday-a-new-twist site is the OMI Home Page at http://www.only.com, which offers up Only Soap, another Web sudser. OMI also features standard-type sites devoted to Jimi Hendrix and Frank Zappa.

Yet another tube-on-the-Web show is hosted by the irrepressible Marc Canter, the multimedia-industry "sultan" credited with developing Macromedia Director (the foundation of many CD-ROM releases) and developer of the CD-ROM, Meet MediaBand. Canter "hosts" The Marc Canter Show, at http://www.mediaband.com, a variety-style offering that uses RealAudio sound and Shockwave, a new application from Macromedia that allows animation and other material produced in Director to play on a Web page. Canter serves up funky animations and hosts interviews with multimedia-industry icons, such as Todd Rundgren. *–Donald St. John*

Marc Canter: not just another pretty face on the Web.





Twisted Webs We Weave

With online services trumpeting World Wide Web access as one of their main selling points, you'd think that lots of Web surfers would be jumping on the Web that way, right? Nope.

Primary Web Access

Through an Internet services provider: **50%**
Through an employer or educational institution: **40%**
Through a commercial online service: **8%**
Web users who subscribe to an online service: **60%**

Web Access From Home

Primary: **55%**
Some: **85%**

Source: Yahoo!, Jupiter Communications

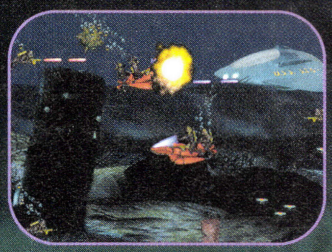
THE YEAR 2055...
UNCOVER SECRETS OF THE DEEP...DISCOVERIES THAT MAY CHANGE THE COURSE OF MANKIND OR END ITS EXISTANCE

S.E.O.R.M.™









"It's efforts like these that will establish a new 32 bit gaming paradigm."

-Next Generation

PlayStation™

SEGA SATURN™

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

AMERICAN SOFTWORKS

VIRTUAL STUDIO

PC·CD-ROM INTERACTIVE

KIDS TO ADULTS
AGES 6+

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. S.T.O.R.M. is a trademark of American Softworks Corporation and is distributed under agreement with AVC Limited Partnership. ©1994 AVC Limited Partnership. ASC is a trademark of American Softworks Corporation. All rights reserved. ©1995 Virtual Studio.

NEWS

off the WIRE

- **CompuServe** is preparing to duke it out in the popular field of online mapping programs. **Way To Go** gives subscribers to the online service the ability to download point-to-point directions between any two spots. It also lists sites of interest ranging from tourist attractions to gas stations.
- While Intercast seeks to send video to the Internet over the airwaves (see page 20), Santa Clara, Calif. company VDOnet Corp. says it has a way to send video images over the Net's existing technology at a good clip. The technology, called **VDOLive,** due out later this year, is intended to transmit running video images at 10-15 frames per second over a 28.8Kbps modem—about 30 times faster than existing video transmission methods, the company says.
- The TV channel some believe to be the medium's ultimate offering—**The Weather Channel**—will join the World Wide Web as part of the popular Time Warner Pathfinder site. Look for local, national, and global weather reports; special interest features; breaking weather disaster coverage; and more at **http://pathfinder.com**. The Weather Channel is also working with Time Warner to deliver interactive TV content to its trial site in Orlando, Florida.
- Who else would get the ultimate in "no respect," high-tech-style, but **Rodney Dangerfield**? The popular bug-eyed comedian's World Wide Web site was hacked recently by pranksters who replaced the home page with a picture of a nude woman. If you'd like to check out the real, repaired version, **http://www.rodney.com** is the place to go.

Cool Web Sites

It's a mixed bag this month—some hoop warriors, some heroes for our time, some cutting-edge comedians, and the real dope on daily doings in the world of music. Check 'em out.



Click on the wrong link and you may suffer a visit from Mr. Sluggo.

nba.com
http://www.nba.com
Can't tell the players without a Web page. With hoops in full swing, keep track of stars, stats, and slams right here.

DC Comics' Sovereign Seven
http://pathfinder.com/S7/
The granddaddy of comics companies puts up a slew of hip new superheroes, drawn by comics superstar Chris Claremont. Our fave? Indigo.

Best of *Saturday Night Live* Home Video
http://www.snlvideo.com
Usually we'd blow off a Web site that exists mainly to sell stuff, but we have to make an exception here. An interactive guide to all your favorite *SNL* characters and hosts, *and* a page devoted specifically to Mr. Bill. Ohh nooo!!!!

The Andy Kaufman Home Page
http://fly.HiWAAY.net/~bkm/akhome.htm
Speaking of *SNL*, its most incendiary guest finally has an online memorial. A guide to the genius responsible for Latka, Tony Clifton, and the apex of professional wrestling's history.

ScottLand
http://www.scottland.com
Forget those jokers Letterman and Leno and check out somebody who's *really* funny. *The Kids In The Hall*'s Scott Thompson presides royally over this demented laughfest.

ICE–The International CD Exchange
http://www.webcom.com/~ice/home.html
Music's best monthly tipsheet goes online with the scoop on upcoming releases, consumer complaints, import and bootleg reports—anything to do with CDs. Not to be missed.

—Compiled by Donald St. John

A Palace of One's Own



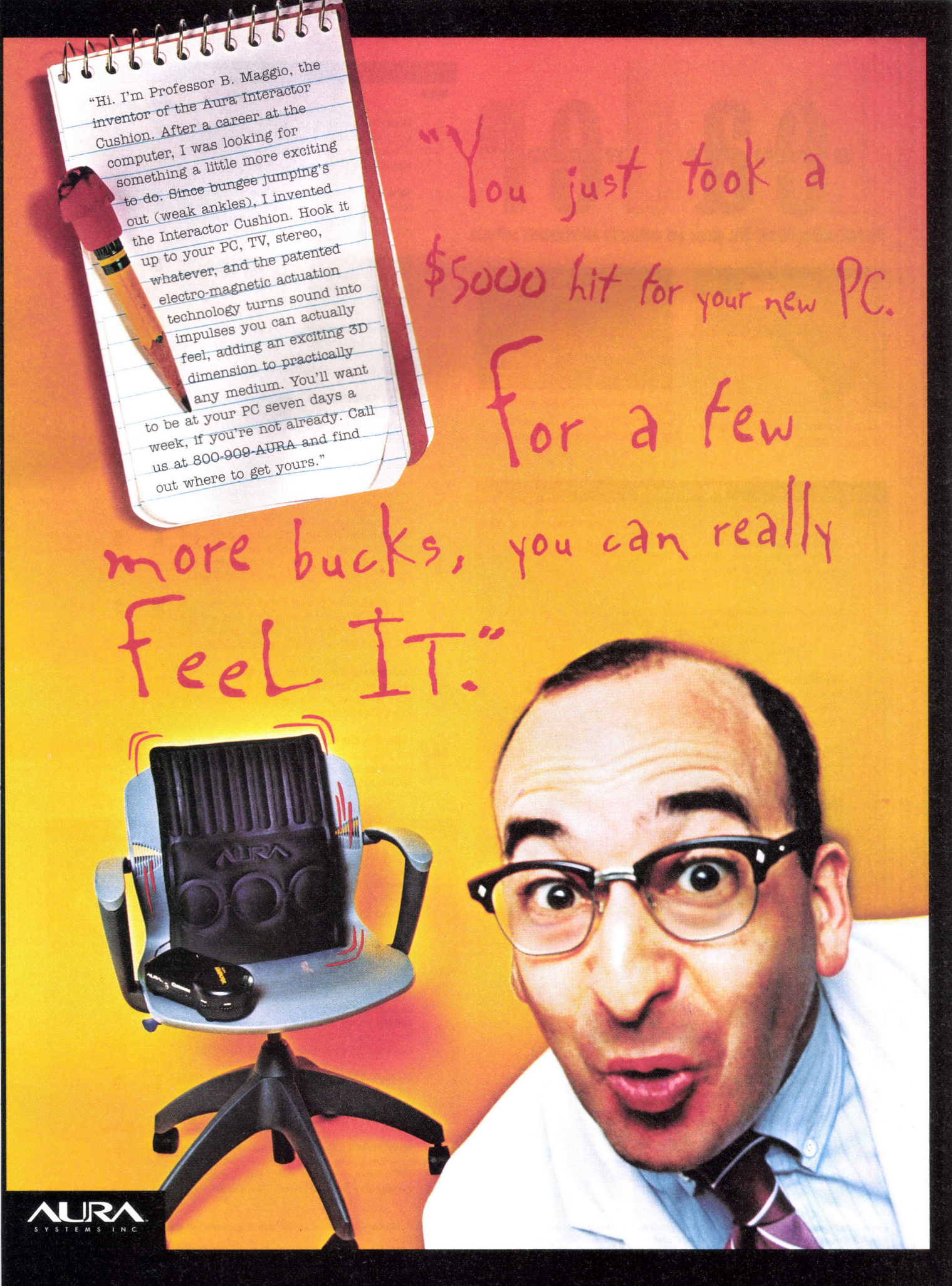
A most Palatial game room.

Seems like everyone's betting that you can't wait to hop on the World Wide Web and talk, talk, talk.

The latest hangout is The Palace, a new 2-D chat client from Time Warner that foregoes Doom-style 3-D movement in exchange for graphical richness, interactivity (including parlor games like backgammon), and–best of all–the ability to make your own site. Not only can you download the basic Palace client from its home page at **http://mansion.thepalace.com/home.html**, but you can also download a server that'll allow you to build your *own* palace. And you don't have to leave it up 24 hours a day like a Web server either; the main Time Warner Palace site can sense when a Palace server is up and lists it in the directory only at those times.

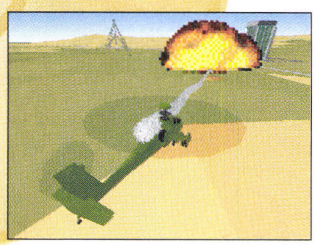
As with similar services such as Worlds Inc.'s 3-D AlphaWorld (see Sharp Edge, December 1995, page 12), The Palace has proved popular even in the beta-testing phase. Early sites included a Halloween-themed Haunted Palace and The Grove, the first non-Time Warner site.

–Donald St. John

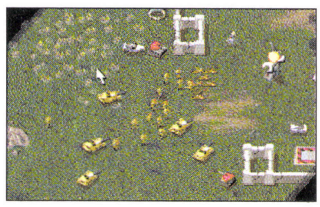

"Hi. I'm Professor B. Maggio, the inventor of the Aura Interactor Cushion. After a career at the computer, I was looking for something a little more exciting to do. Since bungee jumping's out (weak ankles), I invented the Interactor Cushion. Hook it up to your PC, TV, stereo, whatever, and the patented electro-magnetic actuation technology turns sound into impulses you can actually feel, adding an exciting 3D dimension to practically any medium. You'll want to be at your PC seven days a week, if you're not already. Call us at 800-909-AURA and find out where to get yours."
"You just took a $5000 hit for your new PC. For a few more bucks, you can really FeeL It."
AURA
AURA SYSTEMS INC

Leader Board

The best-selling PC and Mac games and multimedia entertainment software



Apache sneaks in at No. 10 on the PC Games Chart.



Despite a lack of Super VGA graphics, Command & Conquer takes No. 7 on the PC Games list.

PC Games

RATING	TITLE	LAST MONTH	MONTHS ON CHART	PCE RATING
1	**Phantasmagoria** Adrienne's dream home in the country turns into a hellish nightmare in Sierra's full-motion-video adventure game on seven CDs. (Sierra On-Line; 800-757-7707; Win/DOS CD, $69.95)	4	2	★★★★1/2
2	**Microsoft Flight Simulator 5.1** Upgraded graphics and new features keep this hugely popular flight sim flying high. (Microsoft; 800-426-9400; DOS, DOS CD, $59.95)	2	3	★★★★1/2
3	**The Ultimate Doom Thy Flesh Consumed** All three original episodes of Doom, as well as nine perilous new levels on one action-packed CD-ROM. (GT Interactive; 800-332-4300; DOS CD, $30)	6	2	–
4	**Myst** Stunning visuals, haunting audio, and intriguing puzzles keep this adventure game on the Board. (Brøderbund; 800-521-6263; Win CD, $54.95)	3	17	★★★★★
5	**MechWarrior 2** Align with the mighty Wolf or Raven Clan to do battle in an assortment of awesome Mechs. One of the best games of '95. (Activision; 800-477-3650; DOS CD, $59.95)	1	2	★★★★1/2
6	**NASCAR Racing** Buckle up in a monster stock car and enjoy riveting racing in Papyrus's follow-up to IndyCar Racing. (Papyrus; 800-836-1829; DOS, street price $44.95; DOS CD, street price $54.95)	5	6	★★★★
7	**Command & Conquer** Engage the evil Hand of Nod behind enemy lines in more than a dozen missions in this action-oriented strategy game. (Virgin Interactive Entertainment; 800-874-4607; DOS CD, $59.95)	–	1	★★★
8	**Doom II** This hair-raising sequel has more than 30 levels, seven hellish new creatures, and a double-barreled shotgun. (GT Interactive; 800-332-4300; DOS, DOS CD, street price $40–$50)	9	11	★★★★★
9	**Dark Forces** A clever twist on the Doom concept, featuring greater strategy and a cast of *Star Wars* characters. (LucasArts Entertainment; 800-782-7927; DOS CD, street price $44.95)	7	6	★★★★
10	**Apache** The best military helicopter simulator on the market today with superb graphics, fierce action, and a beginner arcade mode for novice pilots. (Interactive Magic; 800-789-1534; DOS CD, $69.95)	–	1	★★★★★

Mac Games

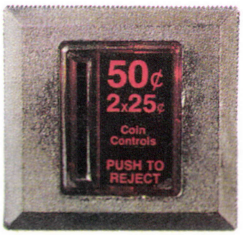
RATING	TITLE	LAST MONTH	MONTHS ON CHART	PCE RATING
1	**Doom II** Doom arrives on the Mac in this hair-raising sequel, complete with more than 30 levels and 7 new hellish creatures. (GT Interactive; 800-332-4300; Mac, Mac CD, street price $40–$50)	2	3	★★★★1/2
2	**Myst** Stunning visuals, haunting audio, and intriguing puzzles keep this aging adventure game near the top of the Mac chart. (Brøderbund; 800-521-6263; Mac CD, $54.95)	4	22	★★★★★
3	**Dark Forces** A clever twist on the Doom concept, features greater strategy and a cast of *Star Wars* characters—for the Mac. (LucasArts Entertainment; 800-782-7927; Mac CD, street price $44.95)	3	3	★★★★1/2
4	**Dungeon Master II** The long-awaited sequel to the original role-playing hit, featuring computer enemies that really think, improved graphics, and real-time combat. (Interplay; 800-969-4863; Mac CD, $39.95)	1	2	★★★★1/2
5	**Rebel Assault** Intense 3-D graphics and furious *Star Wars* action highlight this arcade classic. (LucasArts Entertainment; 800-782-7927; Mac CD, $19.95)	6	11	★★★★
6	**SimCity 2000** Build your own city of the future with this improved version of the classic urban-simulation game. (Maxis; 800-336-2947; Mac, $49.95; Mac CD, $69.95)	9	22	★★★★★
7	**Top Ten Mac Pak** Ten of Electronic Arts' golden oldies in an assortment of categories, including PGA Tour II and Chuck Yeager's Air Combat. (Electronic Arts; 800-245-4525; Mac CD, street price $29.95–$34.95)	5	2	★★★★
8	**SimCity 2000 CD Collection** Complete with SimCity 2000, Great Disasters Vol. One, and The Urban Renewal Kit, you'll be a master planner in no time. (Maxis; 800-336-2947; Mac CD, $59.95)	10	2	★★★★★
9	**Caesar's Palace** Venture to Vegas and try your luck at blackjack, craps, roulette, video poker, and even horse racing. (Virgin Interactive Entertainment; 800-874-4607; Mac, $19.99)	–	2	–
10	**Links Pro CD Macintosh** Photorealistic courses and players as well as humorous sound bites set this ground-breaking golf game apart. (Access Software; 800-800-4880; Mac, $69.95)	8	8	★★★★

Multimedia Entertainment Titles

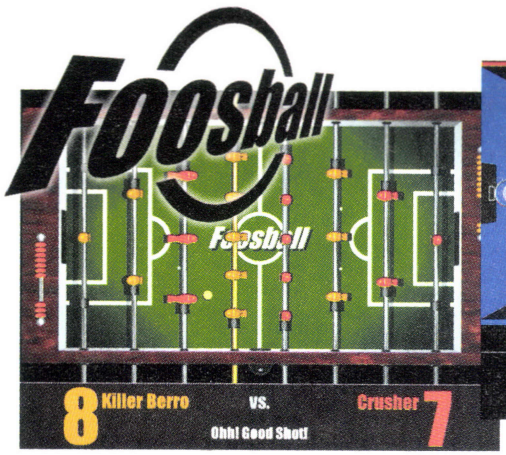
RATING	TITLE	LAST MONTH	MONTHS ON CHART	PCE RATING
1	**After Dark Windows 95** Berkeley Systems' tribute to Windows 95 features new modules and capabilities. (Berkeley Systems; 800-344-5541; Win CD, $29.95)	–	1	–
2	**Microsoft Encarta** Experience the world through video segments, audio clips, animation, and tons of text in this high-tech encyclopedia. (Microsoft; 800-426-9400; Win CD, Mac CD, $54.95)	1	19	★★★★1/2
3	**Disney's Animated StoryBook: Winnie the Pooh and the Honey Tree** Introduce your children to Pooh Bear in one of his classic misadventures. (Disney Interactive; 800-688-1520; Win CD, Mac CD, $32.95)	–	1	★★★★1/2
4	**Disney's Animated StoryBook: The Lion King** Your kids can revisit Simba the lion and friends in an interactive storybook based on Disney's hit movie. (Disney Interactive; 800-688-1520; Win CD, $32.95)	2	10	★★★
5	**BodyWorks 4.0** A complete narrated reference to the human body with 25 3-D models, 165 illustrations, 1,200 definitions, and a health and fitness guide. (Softkey; 800-323-8088; Win CD, Mac CD, $49.95)	–	1	–

Leader Board is a compilation of top-selling computer games and multimedia entertainment titles in 1,300 retail stores for September 1995. It excludes CD "paks" that contain both games and multimedia titles, generally composed of older products. "Months On Chart" does not necessarily indicate consecutive months. Source: PC Data

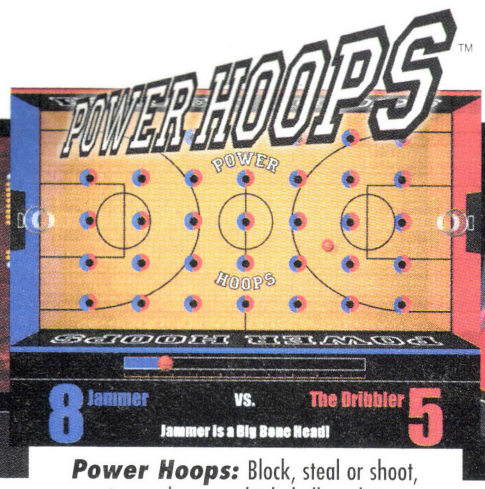
3-D TABLE SPORTS™
WE'VE INCLUDED EVERYTHING...



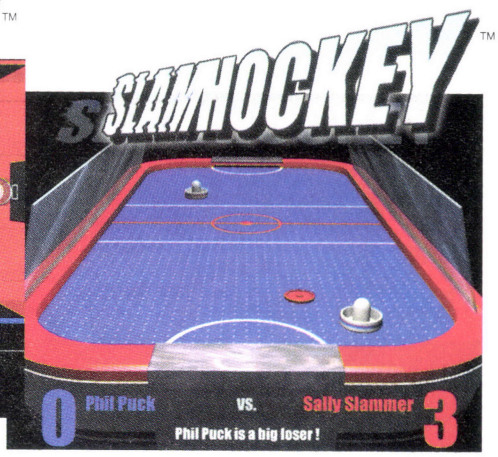
EXCEPT THIS.



Foosball: All the action of the original—spin, pass, block, and score!



Power Hoops: Block, steal or shoot, in regular or multiple ball mode!



SlamHockey: Chip it, chop it, cut it! Even go over the line in "super battle mode!"

If you're looking for classic table game action with a digital twist, 3-D Table Sports is it! You get Foosball, SlamHockey and Power Hoops, all on one CD-ROM. Each game features fully-rendered 3-D tables, lots of play options, 10 difficulty levels, and network and modem support for tournament and league play. In fact, 3-D Table Sports gives you everything you could ever expect in a table game...*except a place to put your quarters!*



mass•media

TIME WARNER INTERACTIVE

BBS: 1-818-295-6730 • **e-mail:** TWIinfo@aol.com • **America Online®:** Keyword: TWI • **World Wide Web:** http://www.pathfinder.com/twi

©1995 Time Warner Interactive. Produced by Mass Media, Inc. Distributed by WEA. • Published by Time Warner Interactive, 2210 West Olive Avenue, Burbank, CA 91506, U.S.A. All rights reserved.
3-D Table Sports and the Table Sports logo, *Slam*Hockey and Power Hoops are trademarks of Time Warner Interactive.
See your local software retailer or call 1-800-482-3766 to order direct.

Take A Deep Breath

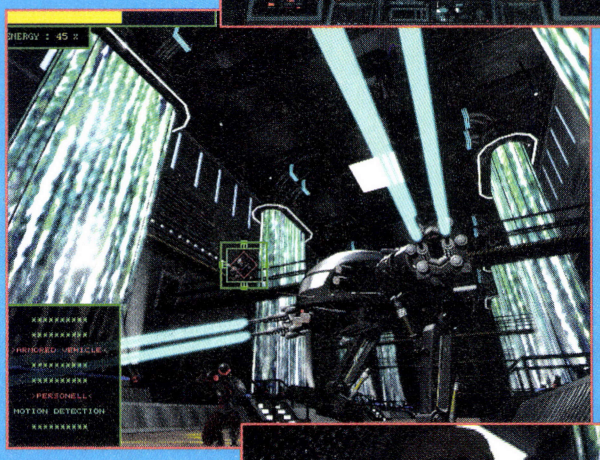
Cold Steel, Extreme Attitude,

And Lightning Reflexes

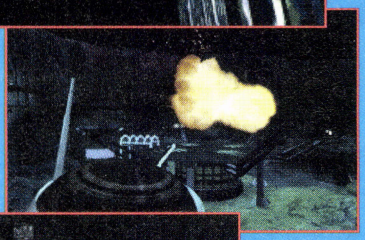
Will Take You Deeper Than You Think.





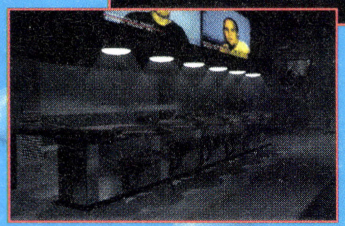




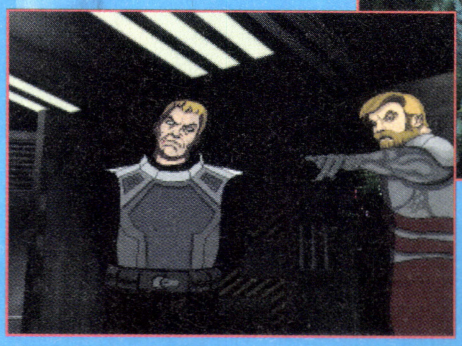


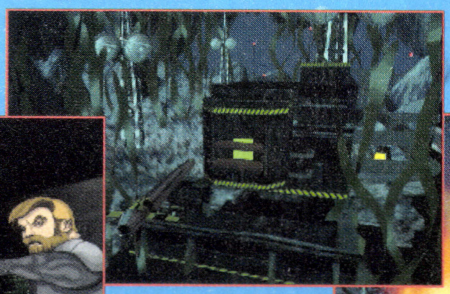






WETLANDS™

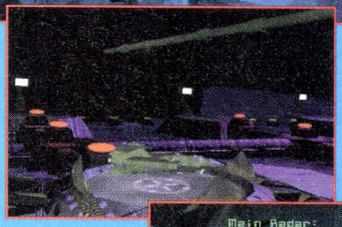














Plunge into Wetlands, an edge-of-the-seat thrill ride through an exotic and perilous under water world. The action is fierce, the stakes are high, and failure isn't an option as life itself hangs in the balance.

- **Cinematic Action Thriller**
- **Intense Arcade Game Play**
- **Compelling Storyline**
- **3D Rendered Graphic Environment**

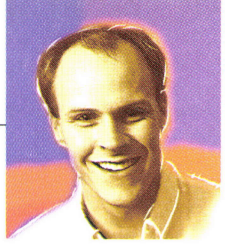
Available at your local New World retailer or order direct from New World Computing at 1-800-251-9701 (818-591-4136 outside the U.S.), or by mail: P.O. Box 4302, Hollywood, CA 90078-4302.

HYPNOTIX

NEW WORLD COMPUTING, INC®

Check out our hot new Web Site at http://www.nwcomputing.com

© 1995 New World Computing, Inc. Wetlands is a trademark of New World Computing, Inc. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. New World Computing, Inc. is a wholly owned subsidiary of NTN Communications, Inc. All rights reserved. IBM screens shown. Actual Screens may vary. All other trademarks belong to their respective holders.



Christopher Lindquist

Sorry, Their Mistake

Ah, it's that Editors' Choice awards time of year again. On page 36, *PC Entertainment* gives credit to all that is good, decent, or at least a heck of a lot of fun in the world of computer gaming and multimedia. Of course, as anyone who's ever bought computer games knows, not all products are cut from the same fine cloth. Some, it seems, are made out of burlap.

So it's only fair that we should recognize some of the great misses even as we honor the hits. Lest we forget, I think it's about time to give credit where credit is due and hand out the first annual "What Were They *Thinking*?" awards. Let's commemorate those games from 1995 that made us wonder aloud how anyone could have actually mumbled the words, "Ship it."

Welcome to the first annual What Were They *Thinking*? awards.

The "Better Really, Really, Really Late Than Never" Calendar of Honor

This year's prize goes to the patch for Outpost, which shipped nearly a year after the actual game. The good news? The patch actually added several features that had been touted in the game's manual and in all the prerelease hype. The bad news? It doubled the game's RAM requirements from 4MB to 8MB.

Strangely enough, despite all the game's flaws, it reportedly sold very well, and some die-hards were willing to plug along, ignoring the missing features and waiting for the patch. However, reports also indicate that many of these patient players were running it under MS-DOS 4.0 and Windows 386 on Pentiums with flawed processors.

The "Keanu Reeves Has No Clothes" Ceremonial Bus Token

In the history of computer games, it seems unlikely that any title ever received more hype than Johnny Mnemonic. Game magazines, newspapers, TV shows—heck, even fortune cookies—proclaimed that this was going to be "it." Johnny Mnemonic was the defining title that would symbolize the inexorable link between games and movies and the melding of Hollywood and Silicon Valley into Siliwood—to their mutual enrichment and our enhanced entertainment.

But, as one of my old acquaintances used to say, "You can wrap a dead toad in pretty paper and tie it with a bow, but it still ain't no Christmas present."

Put simply, the movie sucked wind. So did the game. All either one managed to prove was that hype doesn't make great games, no one yet has the magic formula for making video-based games fun, and the game's Johnny, Christopher Russel Gartin, is a better actor than Keanu ever will be.

The "Where Has My Career Gone" Memorial Dumbbell

In the past couple years, computer games have become the last refuge for more than one fading actor or actress trying to keep the flame alive. While some seem to be making a concerted effort at doing good work, others appear just to be collecting a paycheck.

Case in point: Playing a round of poker with buffed onetime funnyman Joe Piscopo may sound like fun, especially for people old enough to remember his classic work on *Saturday Night Live*.

So why is New World Computing's Multimedia Celebrity Poker such torture? Well, fellow player Jonathan Frakes of *Star Trek: The Next Generation* appears preoccupied throughout the game, perhaps wondering where he could find a new agent. Meanwhile, Morgan Fairchild seems to actually enjoy herself a bit, although we can only guess why. But Joe is...well...he's *not funny*. He tells only four jokes, they all have cobwebs, and I know 8-year-olds with better material.

The "Stop Messing With My Mind" Crystal Shard

I like puzzle games as much as the next guy. Tetris swallowed more than one week's laundry money some years ago, while Bolo and Zoop have kept my mind and fingers twitching more recently. Sure, I eventually lose, but at least I know I gave it a good try. And at least the game doesn't try to soothe my hurt feelings afterwards.

Ohhhhh, but not Endorfun. Lose at Endorfun, and you'll receive a touchingly New Age "life-affirming" phrase. Even worse, the game's soundtrack is full of "subliminal affirmations" like "Create my own reality." The idea of some $25 computer game trying to act as my personal therapist just creeps me out.

Oh, sure, the Endorfun affirmations seem innocent enough. But what if someone else catches on to the idea? They could mix in subliminal requests to buy the next version of the game or to call the $6-per-minute 900 number for game tips.

They could even bombard my cerebral cortex with the phrase "You must give this game a good review." Now *that's* scary. ■

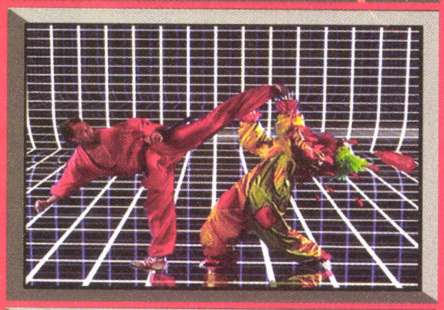
on CD-ROM

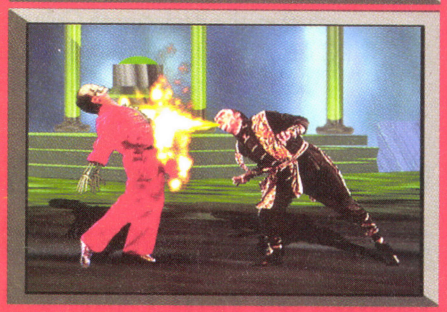
for Windows®3.1 and Windows®95

EXPECT NO MERCY









PREPARE YOURSELF FOR VIRTUAL FIGHTING TERROR!

The Virtual Arts Fighting Academy is the latest way of teaching deadly martial arts. Students are put through ruthless training using the most advanced Virtual Reality gear. They train and fight in virtual worlds with Virtual Reality opponents yet the pain is real. The academy is also a cover for a deadly group of mercenary assassins willing to kill for a price. You are an undercover agent for the covert government agency known as the Federal Security Bureau. Your mission is to destroy the Virtual Arts Fighting Academy and bring down its leader.

But the mission is not as simple as it seems. Expect the most brutal fights ever seen, virtual masters, intoxicating virtual reality worlds and the most explosive visual effects ever seen in a fighting game. Based on the feature film "EXPECT NO MERCY."

THE EXPLOSIVE REALITY FIGHTING GAME

Microforum®

Available at fine computer stores everywhere!

FOR MORE INFORMATION ABOUT MICROFORUM AND OUR PRODUCTS OR TO ORDER CALL 1-800-465-CDCD(2323) Tel:(416)656-6406 Fax:(416)656-6368
Or write to us at 1 Woodborough Ave., Toronto, Ontario, CANADA M6M 5A1 Comments, inquiries and suggestions are always welcome!

INTERNET ADDRESS: http://www.microforum.com Email:mail@microforum.com



Donald St. John

I Like to Watch

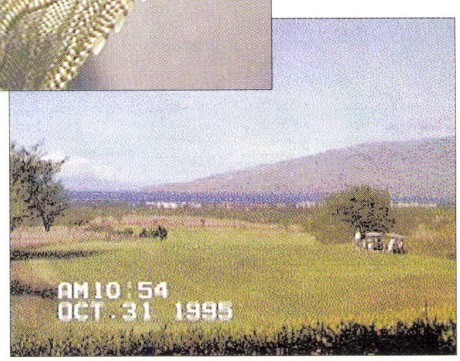
Wirehead is starting to love Dupree like she was his own sister.

Well, that's definitely going a bit too far, inasmuch as Dupree is an iguana I met on the Internet. But I've gotten more and more intrigued by iguanas since rooming with one named Stumpy for a few weeks when I first moved to San Francisco. I can't have one of my own—my cats would veto the idea, even if my wife didn't—but that hardly matters, because I can check in with Dupree anytime I like. A quick hop on the Web to **http://iguana.images.com/dupecam.html** is all it takes to see how she's doing during the day. And I don't have to clean her cage.



Dupree, a friendly little iguana I met on the Net.

Hell, I can have a veritable zoo of online animals if I want. I can also check out the weather in Colorado, the traffic in Seattle, the shoreline of Prince Edward Island, the sunset of Bozeman, Montana, and a bunch of other places I may never actually visit. I can even keep track of whether the denizens of Columbia University prefer Coke or Pepsi from a pair of competing machines.



The always-inviting MauiCam, available at **http://www.maui.net/sync/com.html.**

See, all of these places have video cameras trained on them. Gadgetheads on the Net armed with cheap video cameras has led to the inevitable: fuzzy, still images of wherever they are, be it their offices, homes, or outdoor vistas, updated every 5 to 10 minutes. It's a little Net aberration that may die whenever full-motion video can be easily trucked through the narrow pipelines of the Net—nobody would dare use CU-SeeMe to do this sort of thing just yet. For now, though, it's a way of showing yourself to the world. Call these high-tech exhibionists Anti-Voyeurs; they don't want to look, they want you to come look.

Gadgetheads on the Net armed with cheap video cameras can take you almost anywhere.

It's hard to judge what this means, if anything. There's the obvious conclusion—people are innate showoffs, which is perfectly okay by me. If we didn't have showoffs, we wouldn't have movie stars, rock musicians, or any of the other performers who keep you, me, and the rest of the world entertained.

Beyond that, though, it's clear that each site has to be judged on its own merits. For example, Dupree's owner also put up a Netcam to capture the wedding of two friends. If you know them and couldn't make it, that's a nice way to be able to tap in; even if you don't know them, it's a sweet gesture and a cool expression of technology. Then there's The Nadir Of Western Civilization As We Know It, which is the camera at **http://www.geopages.com/TotalKaos** that lets you view time-lapse shots of a Chia Pet in its growth spurts. Enough of those kinds of pages, and I'll be petitioning the FCC to start licensing who can have video cameras and—more to the point—who can't.

Right now, though, there's enough Netcam pages that it becomes easy to find pretty cool ones, or at least those that are interestingly weird. If I get tired of staring at a screen and long to screw off at work (which is getting a lot harder since they actually pay me to find all this stuff), there's the Santa Monica Beachcam at **http://www.fountainhead.com/livecam.html**. When I long for the glory days of the chronically messed-up Apple, I can check Wozcam at **http://www.woz.org/steve.html** to see what Steve Wozniak's up to. Sometimes the lights are out on these places, but that's no problem; if it's dark in the U.S., you can bet Sydney Harbour (**http://www.invest.amp.com.au/**) is bright and sunny.

There's scads more, and why should I be your eyes when you can see for yourself? It's not new, but it's fun. A real good pointer to Netcam and other Net gadget sites is Anthony's List of Internet-Accessible Sites at **http://www.dsu.edu/~anderbea/machines.html**. Pop around...and if you visit Dupree the Green Iguana, tell her Wirehead says "hi."

Where are you hanging online? Let Wirehead know at dsjohn@iftw.com or TheWirehd@aol.com.

TOP GUN™

FIRE AT WILL!™

You've seen the movie... Now play it!

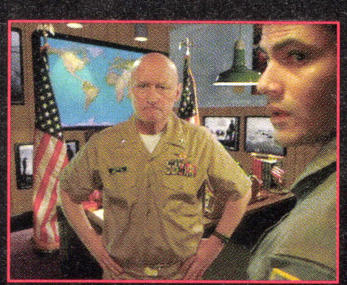
Immerse yourself in the electrifying force of the hit feature film "Top Gun"! In *Top Gun: Fire at Will*, YOU are Maverick.

The action explodes at the Top Gun School and sweeps you into the heat of global crisis. Live-action video creates the adventure of your life in this challenging, fast-moving flying game!

- **Select Instant Action or lead over 40 missions**
- **Dogfight solo, modem or network**
- **Choose from multiple skill levels**

Spectrum HoloByte









Available for PC CD-ROM

World Wide Web: http://www.holobyte.com

Visit your local retailer or call 24 hours 1-800-695-GAME (U.S. and Canada)

**™, © 1995 Paramount Pictures. Top Gun is a trademark of Paramount Pictures.
All rights reserved. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc.**



Christine Grech

Disc (Test) Drive



Is this the Maniac's dream mobile?

The coming of a new year can bring all sorts of changes. For the Multimaniac, it means a new car. It's a big step, I know, and one I wouldn't dream of taking without consulting my computer.

Along with eyeing a number of spiffy 1996 car models, another new release caught my attention: the 1996 edition of the *Popular Mechanics* Car Guide. This Windows CD-ROM gives me the kind of ammunition I need to face a car salesman without losing my cool. And I can do a good deal of virtual tire-kicking without even leaving the house.

Like many car buyers, I know what I want, but I'm not sure what I can realistically afford. Lucky for me, the Car Guide helps me consider all the options—even the less pleasant ones, such as taxes, license fees, interest rates, and depreciation.

The Car Guide is pretty straightforward and easy to get around; you basically click on what you're interested in. I began my search in the New Cars section, armed with the knowledge that I want a four-door sedan and can spend around $20,000. I was presented with a list of some 950 choices. I narrowed down the list to 17 by selecting several makes and models I was most interested in—the Mazda 626, Nissan Altima, Nissan Maxima, and Toyota Camry (including the alphabet soup of LX, DX, and ES options).

Each car profile contains a wealth of info that would have taken me lots of time to dig up myself. General Information lists the basics, including invoice and retail prices. The Pricing and Options screen is where things get really interesting—and even a little depressing. Adding that automatic transmission, moon roof, and CD player, I watched the cost of the 626 jump some $2,500. You simply click on the options you're interested in, and the grand total adjusts accordingly. Equally handy is the Loan/Lease Calculator, which let me figure out how much my monthly payments would be, depending on the interest rate and down payment. I also read articles from *Popular Mechanics* about each car.

The *Popular Mechanics* Car Guide practically lets me do all my tire-kicking without even leaving the house.

The Guide's Photo Gallery has glamour shots of each car, as well as the disc's cheesiest feature: a paint utility you can use to change the color or texture of the car you're looking at. Ever wonder what a Porsche 911 Carrera would look like with a camouflage paint job?

I also used the Car Guide's Compare feature to look at the various cars side by side in a big table. And the Custom Search feature let me pick the most important criteria, then suggests models that fit them. It found four more possibilities.

Not wanting to rule out any option, I also checked the Used Car section; the Car Guide's Tips and Resources section told me that a two-year-old car is the sweet spot for value. While I was there, I checked for trade-in info on my old Toyota. The bad news? At 130,000 miles, it's barely worth $2,000—which is still $1,600 more than a comparable Yugo. Whew!

To make sure that I'm working with the most up-to-date info, the Guide also has an online update feature. It wasn't working in time for me to check it out, but the company promises the free updates will be available by the time you read this.

The Car Guide also contains a quick tour of AutoSite (**http://www.autosite.com**), the Web site run by the Automotive Information Center, the source for much of the information in the Car Guide. AutoSite, however, makes you pay as you go for most reports, which are harder to read because they aren't presented in neat tables like the Car Guide's. But AutoSite does have info that the Car Guide doesn't, such as auto repair and troubleshooting tips, as well as special-interest car clubs. But for shopping information, the Car Guide is a better deal at $30.

Of course, the Car Guide isn't perfect; there are a few glitches. You can't save the comparisons or profiles that you've been tweaking around with (although you can print them out). There's also no Compare feature for Used Cars. And a more minor complaint: When you specify your maximum price range, you can't type in the amount but must scroll down from $340,000—that was a long way for the Maniac!

So, what did I decide to buy? I haven't...I'm still weighing my options and consulting the Car Guide. But when I do...watch out. Vroooooooom! (Books That Work/Hearst New Media; 800-242-4546; Win CD; $30)

"It makes pretty much every PC game we've ever seen - Doom included - look slightly dull. Honestly."
— PC Gamer

"Duke truly looks like a 3D supermodel of a game: sleek, sexy and gory with lead-thrashing action."
— Strategy Plus



FULL MOVEMENT CONTROL lets you run, jump, crawl, swim, and jetpack your way thru hostile environments as you look up and down from any vantage point to survey the situation around you.



FANTASTIC 3D REALMS, with stunning graphics supported in SVGA modes, await you as you thrash sinister aliens thru the streets of L.A., out to the orbiting station, and onto the surface of the moon itself!



WITH "BUILD" TECHNOLOGY you will explore an interactive, fully immersive world of towering skyscrapers, deep canyons, and murky bodies of water—complete with sloping surfaces, realistic earthquakes, functional subways, and many never-before-seen special effects.



DYNAMIC COMM-BAT™ features let you duke it out one-on-one via modem, and enables up to 8 player battlefests over your network. Also, send prerecorded taunts to your human opponents via Duke's unique RemoteRidicule™ system.

Prepare Yourself for Total Meltdown!

DUKE NUKEM™ 3D

Recommended for Mature Players: Violence - Adult Themes

Developed by 3D Realms Entertainment.

All rights reserved. Distributed by FormGen. All other trademarks are the property of their respective owners.

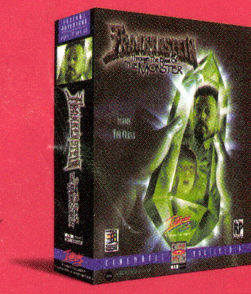
WWW Site (http://www.3drealms.com) CIS (Keyword REALMS) Software Creations BBS (508) 368-7036

FormGen INCORPORATED

3D REALMS™ REALITY IS OUR GAME.™

MEET YOUR MAKER.

The good news is, the doctor thinks you'll live. The bad news is, his name is Dr. Frankenstein.



It's the classic Frankenstein tale reborn, with a beastly twist. Hanged for the murder of your only daughter, you awaken in a body not your own. Brought back from the dead, you are trapped in a nightmare world where the concepts of life and death blur. And in this new tale, *you* are the monster, experiencing his innermost thoughts and fears, in a story of intrigue, humanity and the timeless struggle of good and evil, man versus nature. Tim Curry, famous for the *Rocky Horror Picture Show*™ and fresh from *Congo*,™ will make your spine tingle as the demented Dr. Frankenstein. Complete with stunning, richly detailed graphics, realistic 3-D worlds and a cast of monstrously witty live actors, this eerily, hypnotic adventure game will leave you dealing with issues of life, death, morality and a really bad sewing job.

No wonder malpractice insurance was invented.

FRANKENSTEIN
Through The Eyes Of THE MONSTER™





Plug in to all the excitement in the Interplay and MacPlay WEB Sites! (http://www.interplay.com and http://www.macplay.com respectively)
Call 1-800-INTERPLAY and 1-800-4-MACPLAY for more information or visit your favorite retailer.

©1995 Amazing Media, Inc., 55 San Anselmo Avenue, San Anselmo CA, 94960 USA. Conceived, designed and produced by Amazing Media, Inc. Frankenstein Through the Eyes of the Monster is a trademark of Interplay Productions. All Rights Reserved. MacPlay is a trademark of Interplay Productions. Macintosh is a registered trademark of Apple Computer, Inc.
All other trademarks are properties of their respective owners.


Interplay™
BY GAMERS. FOR GAMERS.™
MACPLAY
CD-ROM
"Your Premier Macintosh Game Source."
FRP2

THE 3RD ANNUAL

EDITED BY CHRISTINE GRECH

WE SALUTE THE BEST COMPUTER GAMES, MULTIMEDIA, HARDWARE, AND ONLINE SERVICES OF 1995

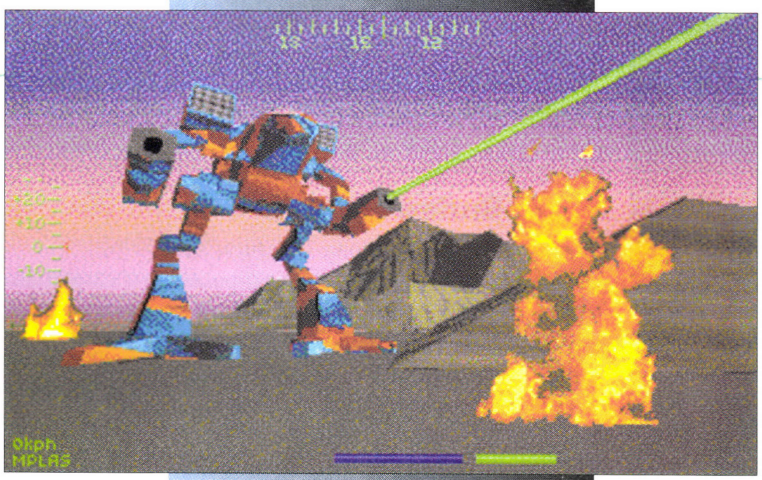


With the new year at hand, it's time to look forward to ever better games and multimedia titles. But before we get too carried away with 1996, *PC Entertainment* would like to take a moment to recognize the outstanding achievements in computer entertainment of the past year. There were thousands of software titles and hardware products to choose from—many of them fun, high-quality efforts that we count among our personal favorites.

The Editors' Choice Awards, however, pay tribute to the best of the best. We bit the bullet and selected 25 winners in 24 categories, then we acknowledged worthy runner-ups in 9 competitive categories.

Finally, it's time again to bestow the Murphys, *PC Entertainment's* equivalent of the Oscars, to laud superlative performances in 10 game categories.

Our heartfelt congratulations to the winners...and keep up the good work!



Best Game and Best Fly & Drive Game: MechWarrior 2



Best Breakthrough Game: Phantasmagoria



Best Role-Playing Game: StoneKeep



Best Strategy Game: Jagged Alliance



Best Simulation Game: Caesar II

BEST GAME
MechWarrior 2

Activision's MechWarrior 2 is the clear winner for game of the year. It sets new standards with spectacular graphics, special effects, and cinematic cut scenes. More than good looks, though, no other game this year could equal its satisfying blend of high-adrenaline action and challenging tactical gaming—derived from a sophisticated combat model, 16 campaign missions for each clan, 15 different Mechs, and more than 20 weapons systems. Whether action, strategy, or sim is your game, MechWarrior 2 fills the bill. (Activision; 800-477-3650; DOS CD; $59.95)

BREAKTHROUGH GAME
Phantasmagoria

If you're wondering whether video belongs in computer games, Phantasmagoria could be the answer. Combining video sprites, video over computer-generated backgrounds, and full-motion video cinematics, this bloody horror story dresses things up without getting in the way of good game play. (Sierra On-Line; 800-757-7707; Win/DOS CD; $69.95)

BEST ROLE-PLAYING GAME
Stonekeep

Traditional role-playing games seem to be on the decline, with developers often stripping away complexity and depth in an effort to make RPGs more accessible to novice players. However, Interplay's long-overdue Stonekeep makes no apologies for its role-playing roots while still introducing levels of graphics, action, and ease of use that set high new standards for the genre. (Interplay; 800-969-4263; DOS CD; $59.95)

BEST STRATEGY GAME
Jagged Alliance

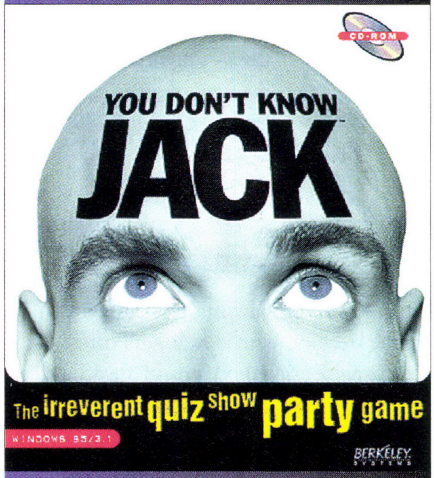
Mercenary-style strategy games received a big boost in 1994 with X-COM: UFO Defense. In 1995, Sir-Tech upped the ante with Jagged Alliance, a deep, rich merc-style game that added role-playing elements to the mix. Personalities are as important as marksmanship in this excellent strategy title, with in-fighting among your mercs as much an issue as enemy bullets. We'd like to see more of that kind of complexity. (Sir-Tech Software; 800-447-1230; DOS CD; $79.95)

BEST SIMULATION GAME
Caesar II

Caesar II is SimCity set in Ancient Rome—and pushed to the extreme. There's more to this game than merely building a prosperous city and pleasing its fickle populace. You must also set up trade routes with neighboring provinces and recruit and lead an army. Your goal is to become the next Caesar, if your plebs don't drive you crazy first. (Sierra On-Line; 800-757-7707; DOS CD; $59.95)



Best Adventure Game: Buried in Time



Best Brain Drain Game: You Don't Know Jack



Best Action Game: Terminal Velocity



Best Sports Game: FIFA '96



Best Sports Game: NHL '96

EDITORS' CHOICE AWARDS
PC Entertainment
1996

Best Adventure Game
Buried in Time

A slick interface, awesome graphics, and challenging (but not too challenging) puzzles put Journeyman Project 2: Buried In Time at the head of the adventure-game class. In this sequel, you're framed for a crime you didn't commit and must travel through time to prove your innocence. (Sanctuary Woods; 800-762-6284; Win CD, Mac CD; $64.95)

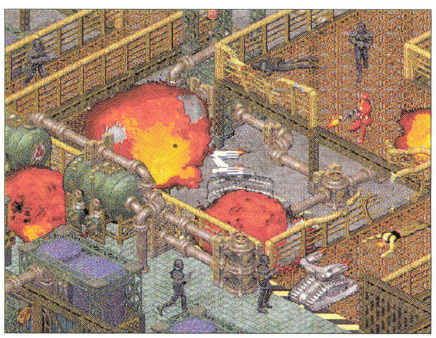
Best Brain Drain Game
You Don't Know Jack

This hip, sarcastic, pop-culture quiz show with an attitude breaks all the rules. With no visuals to speak of, You Don't Know Jack has to create its excitement with words and sound alone—and it does so effortlessly. Writing worthy of Leno or Letterman pushes it far beyond other CD-ROM fare. Too bad it's only fun to play in a group. (Berkeley Systems; 800-344-5541; Win CD, Mac CD, $30).

Runner-up: Zoop is a totally pointless and completely absorbing game. What more could you want in a Brain Drain? (Viacom New Media; 800-469-2539; DOS/Windows, Mac; $39.95)

Best Action Game
Terminal Velocity

With fluid, texture-mapped terrain, 360-degree movement, and simple controls, Terminal Velocity is the ultimate airborne shooter. No other action game—with the possible exception of Descent—captures the feel of flight as well. Conquer nine unique planets, each with three massive levels and a deadly boss—not to mention nonstop action, awesome explosions, and cool graphics and sounds. (3D Realms; 214-271-1765; DOS CD; $39.95)



Best Action/Adventure: Crusader: No Remorse

Best Action/Adventure
Crusader: No Remorse

The best death scenes ever seen in a game push Crusader: No Remorse over the top. An elite soldier who rejects his evil past, you wander Crusader's 15 massive levels of simply gorgeous Super VGA environments. Multiple weapons, challenging missions, pulse-pounding action, and simple controls make Crusader not merely a must-play, but a must-finish. (Origin Systems; 800-245-4525; DOS CD; $55-$65)

Best Sports Game (Tie)
FIFA '96 and NHL '96

We just couldn't choose between FIFA '96 and NHL '96! Both games feature all the professional players and teams, authentic seasons and championship tournaments, as well as the best graphics quality and stellar sound effects. Finally, when it comes to play, the dynamic duo don't miss a single bicycle kick or body check. (Electronic Arts; 800-245-4525; DOS CD; $59.95 each)

Best Fly & Drive Game
MechWarrior 2

It's the best game of the year and certainly the best Fly & Drive Game to boot. Mech 2's unrivaled combat model and truly unique collection of challenging missions leaves other great simulators in the dust. (Activision; 800-477-3650; DOS CD; $59.95)

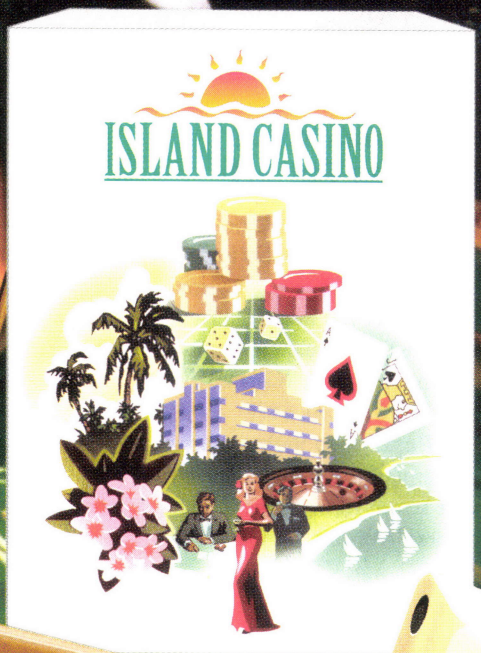
Runner-up: Apache: The Combat Helicopter Simulation scores for its shrewd mix of slick graphics and top-notch helicopter combat simulation. (Interactive Magic; 800-789-1534; DOS CD, $69.95)

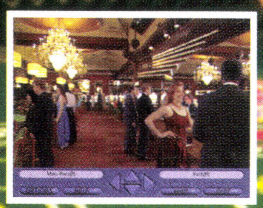
Best Mac Game
A/10 Attack!

Hot new Mac games are few and far between these days, which makes excellent original titles like A/10 Attack! all the more noteworthy. This terrific flight-sim bolsters its realistic flight model with a Virtual Battlefield Environment and strategy elements. (Parsoft; 214-479-1340; Mac; $48)

ISLAND CASINO™

The most authentic gambling experience ever for the PC









WELCOME TO PARADISE
Check into the world famous El San Juan Hotel & Casino™. Cruise through the virtual casino, walk right up to the tables & try your luck, or head back to your hotel room for room service.

CATCH THE FEVER
Play the night away! From Blackjack to Roulette, Craps to Poker... there are 25 thrilling casino games to choose from.

LEARN TO WIN
Great for pros and beginners alike. Basic rules are available right at the game tables. Or, polish up your skills with the full-motion video tutorial.

For PC and MAC

check out what's new at http://www.gtinteractive.com

Island Casino™ ©1995 Williams® Entertainment, Inc. All rights reserved. Developed by Random Games, Inc. Distributed by GT Interactive Software Corp. under license from Williams® Entertainment, Inc. Island Casino™ is a trademark of Williams® Entertainment, Inc. El San Juan Hotel & Casino™ is a trademark of WMS Games, Inc. Williams® is a registered trademark of Williams Electronics Games, Inc. GT™ and the GT logo™ are trademarks of GT Interactive Software Corp.

Distributed by
GT Interactive Software
16 East 40th St., New York, NY 10016

Williams Entertainment Inc.
A subsidiary of WMS Industries Inc.

Runner-up: Frankenstein: Through the Eyes of the Monster is a challenging and fun adventure game that sports great graphics, a snappy script, and clever tricks, traps, and labyrinths. (Interplay; 800-969-4263; Mac CD; $50)

Best General Multimedia Title
Our Times

Reference titles on CD-ROM aren't usually much to get excited about, but Our Times: Multimedia Encyclopedia of the 20th Century is an exception. Narrated by James Earl Jones, its attractive, easy-to-use interface invites you to discover the international milestones of the past century. (Vicarious; 800-465-6543; Win CD, Mac CD; $69.95)

Runner-up: Grolier Science Fiction is equally comprehensive, but will appeal to a narrower audience. (Grolier Multimedia; 800-285-4534; Win CD; $49.95)

Best Special-Interest Multimedia Title
A Passion For Art

Corbis's A Passion For Art demonstrates how multimedia can open the doors to a new world—literally. The title's elegant virtual-gallery interface ushers you inside the Barnes Gallery, an impressive private collection of post-impressionist painting. (Corbis; 206-649-3997; Win CD, Mac CD; $49)

Runner-up: Passage to Vietnam brings Vietnam's haunting beauty and culture to your computer screen through the work of 70 photographers. (Against All Odds; 800-558-3388; Win CD, Mac CD; $50)

Best Multimedia Music Title
Forrest Gump

It's ironic that 1995's best multimedia music title piggybacks on a movie, but Forrest Gump: Music, Artists, and Times stands head and shoulders above other music offerings. An easy-to-master interface leads to superb interview and performance footage of the movie's soundtrack artists. Anyone with an interest in the '60s and '70s won't want to miss this relatively inexpensive three-disc set. (GTE Interactive; 800-483-8632; Win/Mac CD; $39.95)

Runner-up: Highway 61 Interactive's unreleased videos, all the lyrics, and other Bob Dylan memorabilia make it a winner. (Graphix Zone; 800-828-3838; Win/Mac CD; $59.95)

Breakthrough Multimedia Title
Puppet Motel

Performance artist Laurie Anderson draws you deeper into multimedia with a fresh, unusual disc of animations, music and poetry samples, all inside beautiful environments. Even more material is available online. (Voyager; 800-446-2001; Mac CD; $39.95)

Runner-up: Reflux blends the genres of multimedia and comic books with its dramatic art, branching storylines, and clever use of kung-fu video. (Inverse Ink; 510-770-1344; Win CD, Mac CD; $19.95)

Best Edutainment Title
Hollywood

Hooray for Hollywood! This innovative title for ages 9 and up doesn't restrict kids to someone else's notion of what makes a good story. Instead, it lets them create their own original animated movies, complete with complex plots and voice-synthesized dialogue. (Theatrix Interactive; 800-955-8749; Win/Mac CD; street price $40)

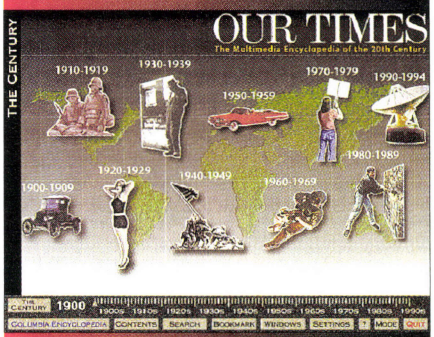
Runner-up: Chop Suey will especially delight young girls as they explore the whimsical world of the Bugg sisters—spiced with vibrant graphics, beat poetry, and cool animations. (Twentieth Century Fox Home Entertainment; 800-996-0011; Win CD, Mac CD; $34.98)

Best Game Computer
NEC Ready PowerPlayer LE

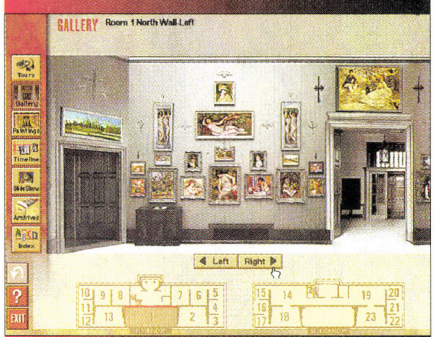
The beefy (and pricey) PowerPlayer was designed specifically for gamers, with every extra you could want, including 11 of today's hottest games, not last year's leftovers. This limited edition is expected to sell out before the end of the year, but we hope other manufacturers will follow NEC's lead and create machines optimized for gaming and entertainment. (NEC; 800-632-4636; PC; $3,299 without monitor)



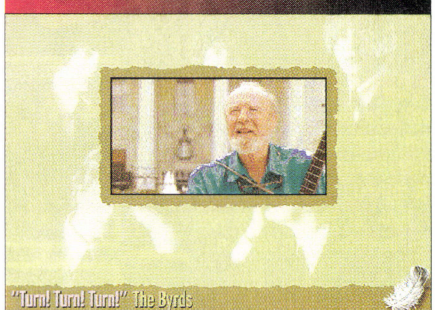
Best Mac Game: A/10 Attack!



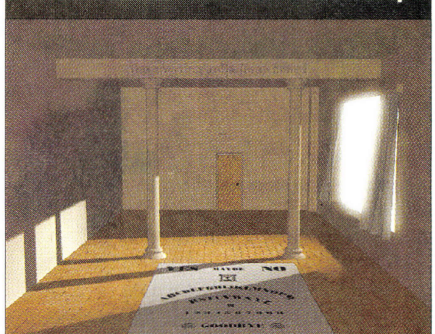
Best General Multimedia Title: Our Times



Best Special-Interest Multimedia Title: A Passion For Art



Best Multimedia Music Title: Forrest Gump



Breakthrough Multimedia Title: Puppet Motel

Escape or Die.









DeathKeep™ is AD&D® dungeon delving the way you like it – fast, furious and fun! Fight your way through more than 25 eerie dungeons, each with 8 levels. Explore icy caverns, 3 ominous towers and a fantastic final dungeon! Battle over 30 different monsters. Avoid insidious traps. Solve brain-busting puzzles. Jump, fly and even fall if you're not careful. The 3-D environment means you can look up, down, and all around. Everything you view is in a natural perspective – including the evil Necromancer who waits at the end of your journey!

IBM 256-COLOR SVGA DISPLAYS

To order: Visit your local software retailer or call 1-800-601-PLAY with VISA/MC (North America only).

Available on CD-ROM for WINDOWS® 95 and 3DO Interactive Multiplayer.





TSR

TEEN T AGES 13+

Bonus!

Includes Special Collector's Edition Phone Debit Card — good for *5 Free Minutes* on SSI's Hint Line!



SSI®

A MINDSCAPE® COMPANY

3DO and the 3DO logos are trademarks of the 3DO Company. Windows is a registered trademark of Microsoft Corporation. ADVANCED DUNGEONS & DRAGONS, AD&D, DEATHKEEP, the TSR logo and all TSR characters, character names and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc. ©1995 TSR, Inc. ©1995 Strategic Simulations, Inc., a Mindscape Company. All rights reserved.

EDITORS' CHOICE AWARDS
PC Entertainment
1996

Most Entertaining Mac
Performa 5200CD

We think the Performa 5200CD exemplifies Apple's new commitment to value. Its all-in-one construction houses a zippy PowerPC



Most Entertaining Mac: Performa 5200CD

603 chip, quad-speed CD-ROM drive, speakers, and plenty of other multimedia bells and whistles—all for around $2,000. (Apple Computer; 800-776-2333; Mac; $1,999-$2,299)

Best Hardware Upgrade
Nokia Valugraph 447L

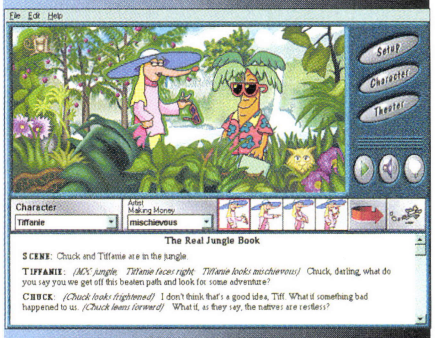
Big screens rule, and the Nokia Valugraph 447L 17-inch monitor has easy-to-tweak



Best Hardware Upgrade: Nokia Valugraph 447L

front-panel controls, decent built-in speakers, and a sharp picture, all for less green than many competing models. It comes in colors, too! (Nokia; 800-296-6542; PC/Mac; $699)

Runner-up: 28.8Kbps modems make surfing the Net a lot less frustrating. And you can get this dramatic increase in performance for less than $150.



Best Edutainment Title: Hollywood



Best Game Computer: NEC Ready PowerPlayer LE



Best Web Site: HotWired



Best Online Service: America Online



Best Breakthough Hardware: 3-D Accelerators

Best Controller
SideWinder 3D Pro



Best Controller: SideWinder 3D Pro

The SideWinder 3D Pro feels great. In analog mode, it emulates either the CH Products' FlightStick Pro or the ThrustMaster Flight Control System, and in digital mode it reduces the processor load common with traditional joysticks. It also uses new optical technology to boost accuracy and reliability. Best of all, it doesn't cost any more than older, less advanced models. (Microsoft; 800-426-9400; PC; $59.95)

Breakthrough Hardware
3-D Accelerators

1995 marked the dawn of a new era in gaming graphics, with the introduction of 3-D accelerators from the likes of Diamond Multimedia, Creative Labs, Western Digital, and Matrox. The only holdup? Microsoft has yet to establish its Direct 3D standard, and today's cards work only with specially modified games.

Best Web Site
HotWired

We find ourselves returning again and again to enjoy HotWired's ever-funky approach to design and its fresh writing style. It contributed as much this year to general understanding of the Internet as any site we know. (http://hotwired.com)

Best Online Service
America Online

No doubt about it, 1995 was the year of America Online. The service's explosive growth, critical mass of chatty people, heaps of content, and friendly interface give it the nod over CompuServe's superior service and Prodigy's savvy Internet links. Let's just hope AOL can solve its service problems and improve its access to the World Wide Web. ■

BRAIN-SEARING, SPINE-JARRING RETINA-BURSTING, ADRENALINE-PUMPING REALISM

BLACK KNIGHT

MARINE STRIKE FIGHTER



F/A-18 HORNET ASSAULT ACTION KEEPS YOU ON THE EDGE!

The real thrill of flying today's most advanced aircraft is in the incredible avionics and weapon systems. Black Knight gives you the most realistic cockpit avionics you're allowed to own! You get a full array of weapons systems, including today's most advanced television-guided missiles and smart bombs (as seen in Desert Storm).

State-of-the-art simulation technology gives you:

- advanced cockpit graphics and unmatched ground detail
- cockpit DDI's simulate actual F/A-18 weapon systems, including television-guided smart weapons
- real-world fog and cloud effects enhance realism
- on-board flight instructor talks novice pilots through the most difficult missions
- flight recorder with virtual camera and VCR controls lets you replay the action
- smoothest flying action of any current simulator
- full navigational and ILS system (Instrument Landing System)
- automatic missile view tracks smart weapons right into the target - letting you live the moment of impact
- 3D stereo sound from real F/A-18s heighten excitement
- novel scoring system rates your skill
- over 50 complete combat missions you can fly in any order, plus unlimited free flight

Black Knight allows you to experience a level of realism only possible with the assistance of the U.S. Marines. Immerse yourself in the latest advances in simulator technology for your PC.

AIR COMBAT SIMULATOR



"...the most realistic F/A-18 simulator you can fly without enlisting!"

- Capt. Roger F.A. Arias

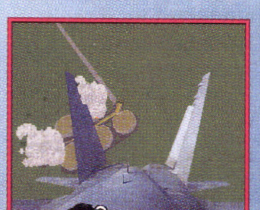
PC CD-ROM

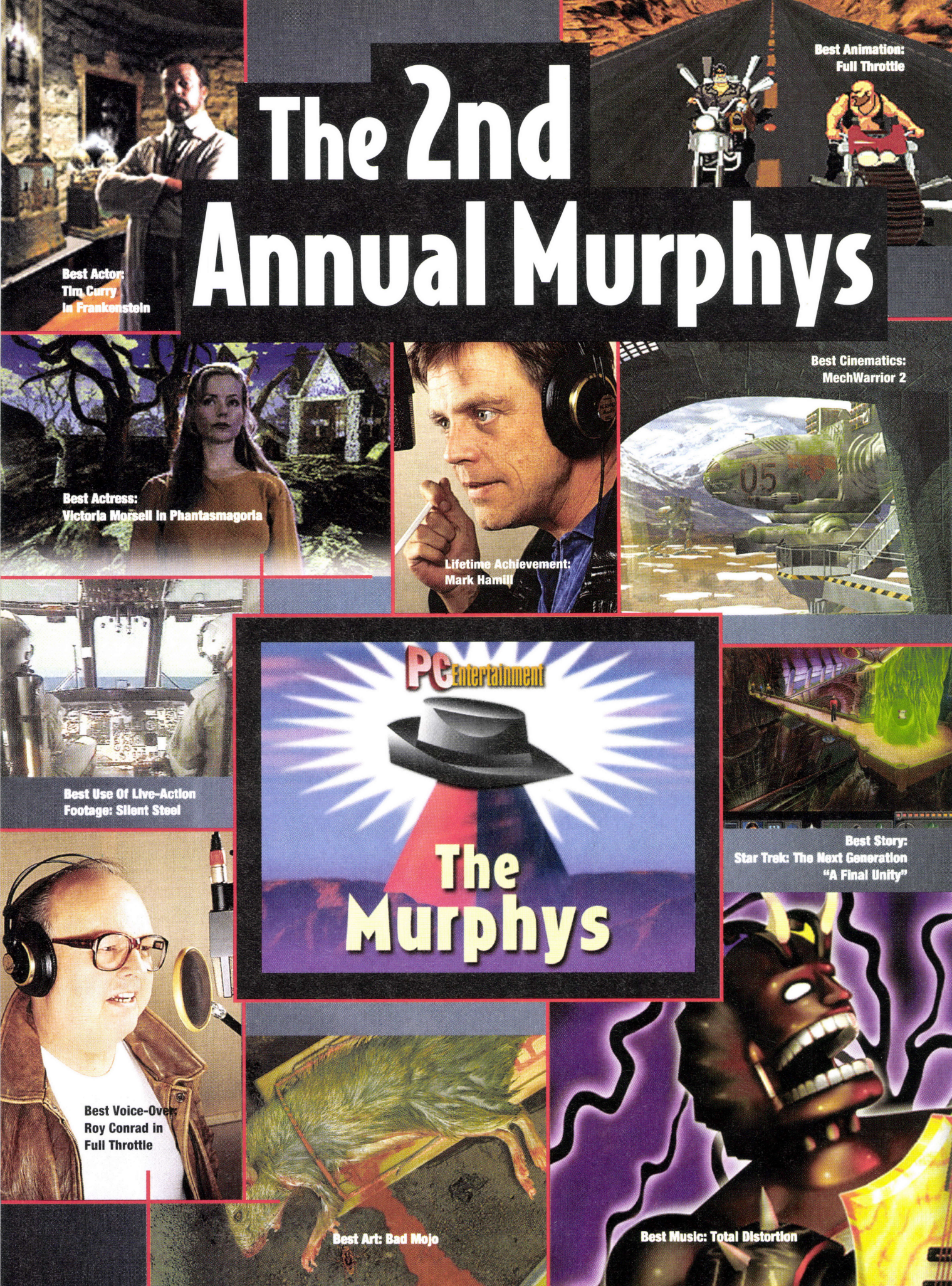
FormGen INCORPORATED
7641 East Gray Road, Scottsdale, Arizona 85260
(602) 443-4109 • (800) 263-2390










The 2nd Annual Murphys
Best Actor: Tim Curry In Frankenstein
Best Animation: Full Throttle
Best Actress: Victoria Morsell in Phantasmagoria
Lifetime Achievement: Mark Hamill
Best Cinematics: MechWarrior 2
PC Entertainment
The Murphys
Best Use Of Live-Action Footage: Silent Steel
Best Story: Star Trek: The Next Generation "A Final Unity"
Best Voice-Over: Roy Conrad in Full Throttle
Best Art: Bad Mojo
Best Music: Total Distortion

Move over, Oscar, Murphy's back. Tex Murphy, that is, the first human character to appear in a computer game and the inspiration for *PC Entertainment*'s awards recognizing outstanding performances and achievements in computer games.

Best Actor
Tim Curry in Frankenstein

Tim Curry is perfect as the evil, sardonic scientist-gone-mad in Frankenstein: Through the Eyes of the Monster who's hell-bent on perfecting a life-giving element that will make him famous. (Interplay; 800-969-4263; Mac CD, Win CD; $50)

Best Actress
Victoria Morsell in Phantasmagoria

Actress Victoria Morsell manages to bring protagonist Adrienne Delaney to life as a strong, memorable character. The role also helps raise the woman's place in computer games from ornament to heroine. (Sierra On-Line; 800-757-7707; Win/DOS CD; $69.95)

Best Use Of Live-Action Footage
Silent Steel

Filmed on location on a genuine USS aircraft carrier, destroyer, sub, and helicopter, Tsunami's Silent Steel represents a major production effort and delivers a truly authentic gaming environment. (Brøderbund; 800-521-6263; Win CD; Sigma Designs; 800-845-8086; MPEG CD; $45-$50)

Best Art
Bad Mojo

Some of the scenes in Bad Mojo—the dead rats, for instance—may send you reaching for the Pepto-Bismol. But they could never have that effect if they weren't so lovingly and realistically rendered. (Pulse Entertainment; 310-264-5579; DOS CD; $50-$70)

Best Animation
Full Throttle

Looking at LucasArts' Full Throttle, you'd almost believe you were watching an animated feature film. Adventure and action game play segments blend seamlessly with the movie-quality animations to create a game that's fun to play and watch. (LucasArts Entertainment; 800-782-7927; DOS CD; $49.95)

Best Cinematics
MechWarrior 2

This game's opening scene puts many a movie to shame. Best of all, it does exactly what a game cinematic should do: Get you in the proper frame of mind for the action ahead. (Activision; 800-477-3650; DOS CD; $59.95)

Best Music
Total Distortion

Pop Rocket's Total Distortion broke new ground for music in computer games. The more modern sound may not appeal to everyone, but that's part of the fun. This is one CD-ROM soundtrack that may actually merit a listen on its own. (Electronic Arts; 800-245-4525; Mac CD, Win CD; $64.95)

Best Story
Star Trek: The Next Generation "A Final Unity"

This *Star Trek* adventure sounds and plays like a classic Trek movie, thanks to its well-crafted story and plot. (Spectrum HoloByte; 800-695-4263; DOS CD; $60)

Best Voice-Over
Roy Conrad in Full Throttle

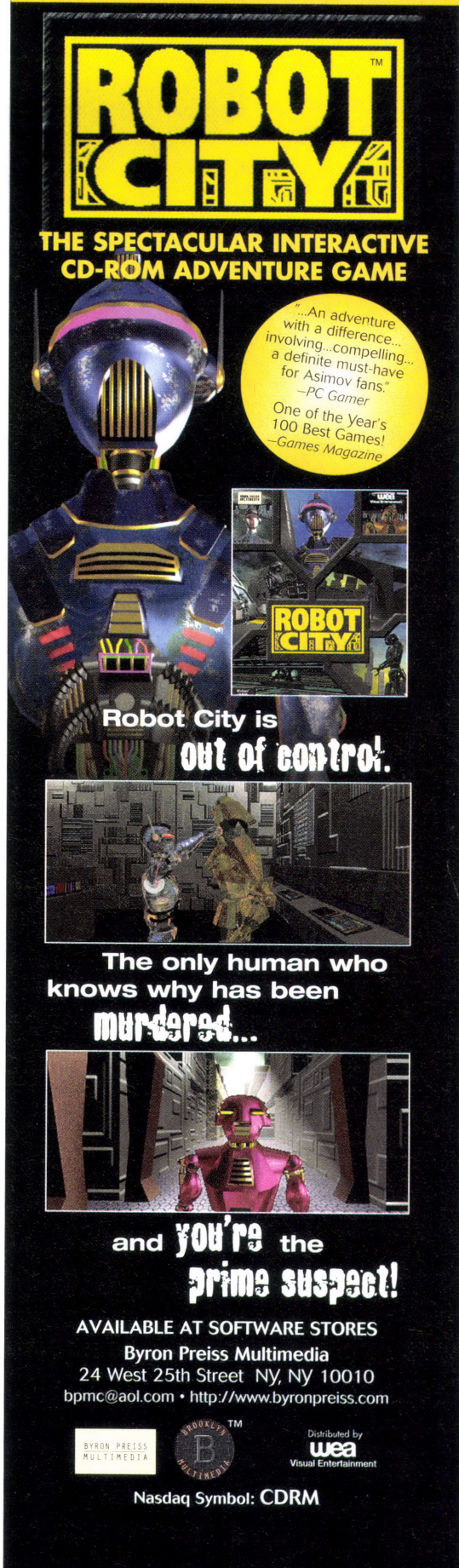
If you ever saw actor Roy Conrad in person, you'd never guess that he was the face behind tough-guy Ben's gravelly baritone. The 50-plus, 5-foot-5 Conrad hardly looks like the leader of a biker gang, but his deadpan style and dead-on wit help make Ben a hero for the '90s. (LucasArts Entertainment; 800-782-7927; DOS CD; $49.95)

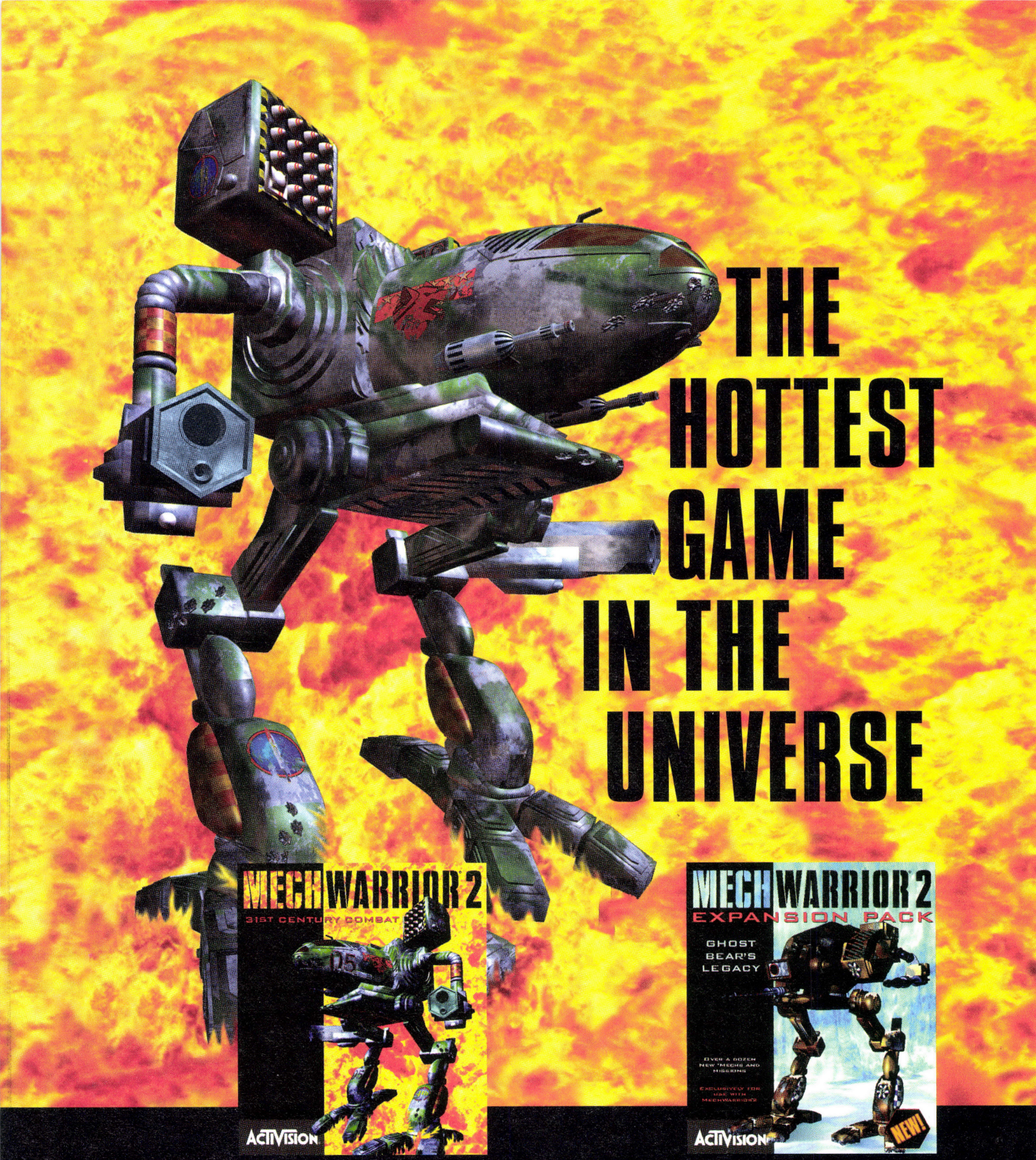
Lifetime Achievement
Mark Hamill

Best known for his role as Luke Skywalker in the *Star Wars* trilogy, Hamill has spent the past few years carving himself a niche both as a voice talent and actor in such critically acclaimed games as Gabriel Knight: Sins of the Father and Wing Commander III: Heart of the Tiger. Hamill really shined last year in Full Throttle, depicting villain Adrian Ripburger, tough-trucker Emmet, and junkyard artist Todd. ■

Advertisement

TO ORDER CALL
800-945-3155





MECHWARRIOR® 2 DOS

THE #1 BEST-SELLER*, RATED 5 OUT OF 5 STARS BY MULTIMEDIA WORLD — DRAWS YOU INTO THE ULTIMATE COMBAT EXPERIENCE.

MECHWARRIOR® 2 EXPANSION PACK: GHOST BEAR'S LEGACY

DESIGNED TO SATISFY A MECHWARRIOR'S RAVENOUS HUNGER FOR COMBAT — MORE MISSIONS, MORE 'MECHS AND AMAZING NEW WORLDS TO CONQUER.

ACTIVISION®

DEMO MECHWARRIOR 2 AT

Activision is a registered trademark of Activision, Inc. © 1995 Activision, Inc. All rights reserved. MechWarrior, BattleTech, BattleMech and 'Mech are registered trademarks, and Ghost Bear, Ghost Bear's Legacy and NetMech

#1 SELLING GAME
– PC DATA
"☆☆☆☆☆"
MULTIMEDIA WORLD

JUST GOT COOLER.



MECHWARRIOR® 2 WINDOWS® 95/
PENTIUM® PROCESSOR EDITION

THIS EXCLUSIVE EDITION SIMPLIFIES SET-UP WHILE PUSHING THE LIMITS OF 32-BIT SPEED AND POWER. BONUS NETMECH INCLUDED!



NETMECH™ EIGHT PLAYER PACK

GO HEAD-TO-HEAD AGAINST UP TO SEVEN OTHER MECHWARRIORS VIA LAN, MODEM OR NULL-MODEM!

HTTP://WWW.ACTIVISION.COM.

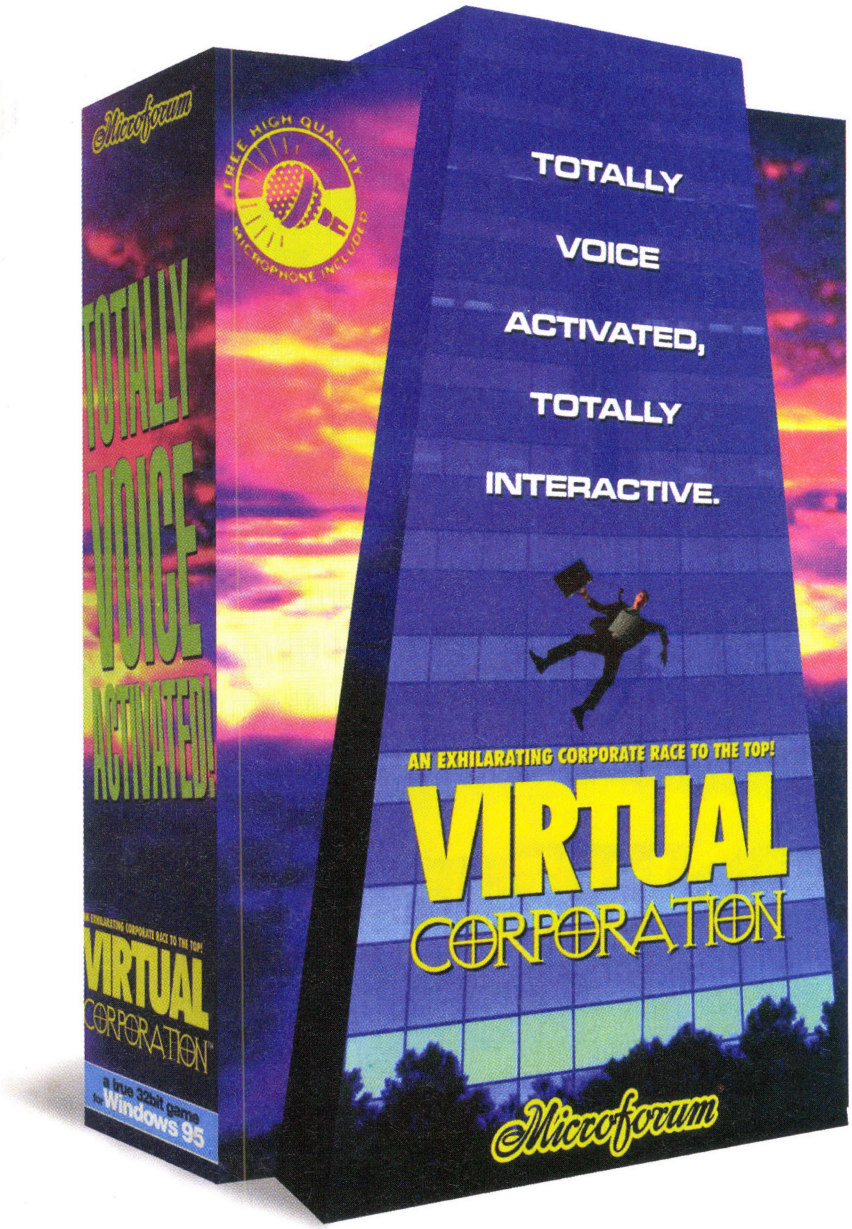
FASA CORPORATION · OFFICIAL PRODUCT BATTLETECH UNIVERSE · SOUNDELUX

are trademarks of FASA CORPORATION. © 1995 FASA CORPORATION. Microsoft and Windows are registered trademarks of Microsoft Corporation. Pentium is a registered trademark of Intel Corporation.

* SOURCE: PC DATA

MURDER, SEX AND SUSPENSE

...In The Most Exhilarating Race To The Top Of The Corporate Ladder.



AN EXHILARATING CORPORATE RACE TO THE TOP!

VIRTUAL CORPORATION™

Microforum's Virtual Corporation, the first totally voice-controlled (keyboard optional) CD-ROM game for Windows® '95, takes you into a cold-blooded world where only the strong survive.

Virtual Corporation transports you into the not too distant future where you are given the opportunity of becoming President of Pogodyne Systems, the most powerful Internet corporation in the world. Starting on the lowest rung of the corporate ladder, you begin an exhilarating race to the top of the corporation where you will experience it all.

- The next step up in voice-operated, interactive CD-ROM
- Simulated, real-time interactivity with live actors
- Stunning 3D virtual environments, graphics & animation
- Actual interactive games within the game itself!
- Challenging and intriguing story scenario

a true 32 bit game for Windows® 95 ON 2 CDs

FREE HIGH QUALITY MICROPHONE INCLUDED

Microforum®

Available at fine computer stores everywhere!

For more information about Microforum and our products or to order call 1-800-465-CDCD(2323) Tel:(416)656-6406, Fax:(416)656-6368
Or write to us at: 1 Woodborough Ave., Toronto, Ontario CANADA M6M 5A1 Comments, inquiries and suggestions are always welcome!
All other trademarks and registered trademarks are of their respective companies. Microforum's Virtual Corporation™ is a trademark of Microforum Inc.
MADE IN CANADA **INTERNET ADDRESS: http://www.microforum.com** Email:mail@microforum.com

JUDGMENT DAY

For Windows 95

It's time for Microsoft's new operating system to prove its mettle as *the* platform for first-rate games.

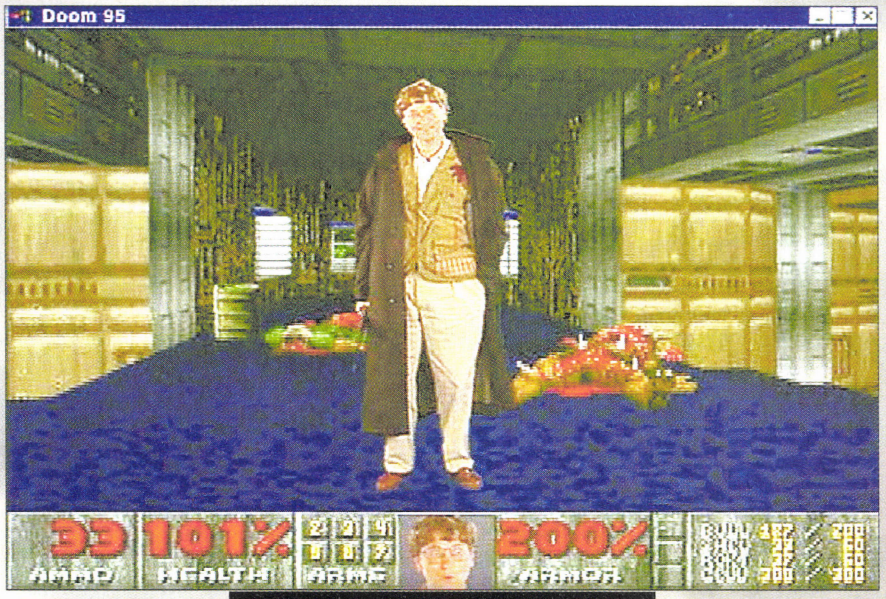
On the eve of Halloween, at a bizarre trade show stuffed into a chilly garage and in a Microsoft cafeteria converted into the gates of Hell, the world's largest software company did its best to convince the world that its new Windows 95 operating system really is the future of computer gaming.

Peeks at improved Win 95 versions of DOS megahits like Doom II and MechWarrior 2, original native titles like Havoc and The Hive, ports of console winners like WarHawk, and titles in development like HyperBlade helped Microsoft make a pretty strong case.

Amid distractions ranging from a million-dollar high-tech haunted house and an international Doom Deathmatch tournament, relentlessly earnest Microsofties and representatives from 40 top game and hardware companies camped it up, toasted "the death of DOS," and touted Bill's newest baby as the only place to play.

If all the hoopla seemed a bit desperate, it's because of this: Despite the hype about Windows 95 making games better, faster, easier to install and use, and easier to develop, the first batch of Win 95 games has been distinctly underwhelming. These early attempts—TriTryst, Pressure Drop, Fury^3, Pitfall, and others—mostly consisted of me-too puzzle games, action games slower than their original DOS versions, and rehashed platform games from the cartridge and arcade worlds.

Sure, they're ridiculously easy to install, but they're not that much fun to play. And Microsoft knows that until Win 95 delivers games as good—or better—than those available under DOS, there's no compelling reason for game players to switch.



"Microsoft. Who do you want to execute today?"—Bill Gates

The key to delivering on that promise is the company's Windows 95 Game Software Developers Kit (SDK). The final version didn't ship until September 29—more than a month after Win 95 itself. Credit that delay for the holdup in creating good Win 95-native games. Now that the Game SDK is out, however, Microsoft—and game developers—claim that Win 95 games can actually outperform their DOS counterparts. (For more on how the Game SDK works, see "DirectX To You" on page 53.)

Of course, not every new Win 95 game will fully exploit the operating system's fancy features. Many titles that earn Microsoft's "Designed For Windows 95" logo will really be little more than Win 95-compatible, much less take advantage of the Game SDK.

But at the aptly named Judgment Day, the company pulled out all the stops to show journalists, players, and anyone else that better games are already on the way. Microsoft's product manager for the Game SDK, the boyish Bill Koszewski, confidently claimed that 70 to 75 Win 95-native games in a variety of genres would be in stores by the end of 1995.

Outside of Microsoft, most observers believe that by mid-1996, the majority of

By Fredric Paul

SONY

PlayStation

PC CD ROM



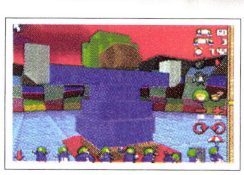
3D Lemmings™

BE AN INDIVIDUAL. JOIN THE MASSES

AVAILABLE NOW

Psygnosis

Clockwork Games







PC Gamer Editor's Choice

"Every bit as clever as the original." - Game Players

"An immersive, satisfying and original experience." - Ultimate Gamer

"The only complaint I have is that I wish I had more time to play the game...3D Lemmings is a winner." - Electronic Gaming Monthly (Editor's Choice Gold)

KIDS TO ADULTS

K-A

AGES 6+™

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. 3D Lemmings™ is a trademark of Psygnosis Ltd. 3D Lemmings is developed by Clockwork Games and based on original characters created by DMA Design. © 1995 Psygnosis. © 1995 Sony Electronic Publishing Company.



Reality Bytes claims Havoc is the first game to use the Windows 95 Game SDK.

new PC games will be Win 95-native. Electronic Arts says that all of its titles will be Win 95-native by Christmas 1996, for example, and 7th Level is going fully Win 95-native for its entire 1996 catalog, including Sharkboy, G-Nome, Monty Python's Quest for the Holy Grail, and the sequel to Betrayal at Krondor. As the transition progresses, Windows 95 will no longer be an entertainment option; it will become a necessity.

In the meantime, here's a few Win 95 games, from action to sports, that caught our eye at Judgment Day. (For listings of many of the first Win 95 offerings—both original and ported from other platforms—see the charts on pages 52 and 55.)

Of course, *PC Entertainment* will review new Win 95 games as they become available. Only then can we tell if the operating system and its games truly live up to the hype.

Havoc

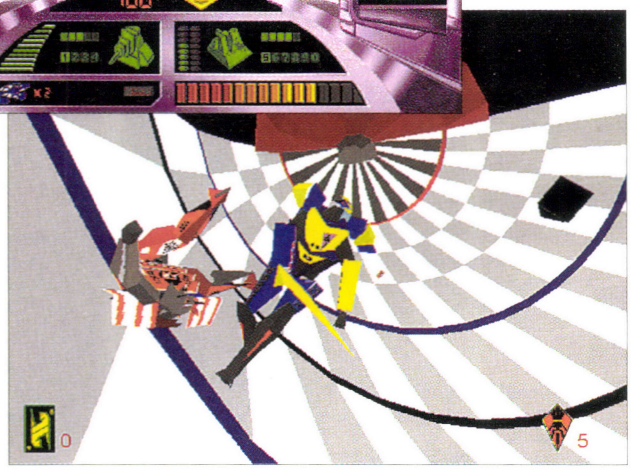
Said to be the first game to take advantage of the Game SDK's DirectX capabilities to boost performance, Havoc has the look and feel of a hot arcade or console game. The action comes fast and furious as you drive and blast your way over a three-dimensional, texture-mapped terrain. Cruising in one of three high-tech ground vehicles, you can blow up all sorts of three-dimensional objects and enemies while you collect various powerups along the way. Sounds and explosions aren't bad, but the game just doesn't feel quite as sophisticated as a top title like MechWarrior 2.

Havoc's manufacturer, Reality Bytes, is serious about multiplayer support. Havoc's box includes two copies of the game for instant Deathmatch-style action over local-area networks or modem. The game is also available for the Macintosh (including Power Mac), so as many as 16 players can fight it out on mixed networks. No waiting for this baby; Havoc's available now.

HyperBlade

Louis Peterson, producer of Activision's HyperBlade, says, "What NBA Jam does for basketball, this does for in-line skating." He's just about right.

When HyperBlade ships early in 1996, on both Win 95 and console systems, you'll be able to play "*Rollerball* inside a half-pipe."



Activision's HyperBlade is *Rollerball* in a half-pipe.

The game uses Win 95 acceleration techniques to provide real-time 3-D and flying perspectives as your players zoom around the inside of a complex shape. Standing still, the players don't look so great: They're made up of simple polygons strung together to create a human shape. But thanks to motion capture of top rollerbladers by L.A.'s Rhythm and Hues studio, they move like real skaters.

While Peterson claims that you'll be able "to do anything you want to do" in terms of skating moves, there's more to the game than cool blading. A four-player network capability enables team play, while an intelligent picture-in-picture function lets you keep an eye on other important areas of the playfield—your teammates or the goal, for example.

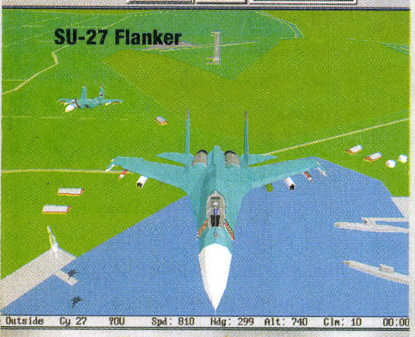
In a clever twist, instead of just trying to win, your goal is to become a superstar. If

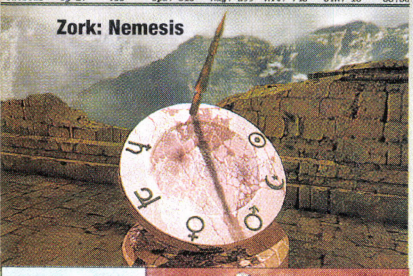
Advertisement

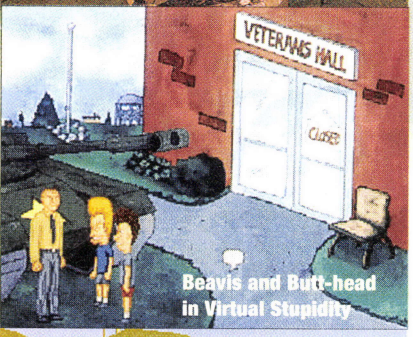


Windows 95 Originals

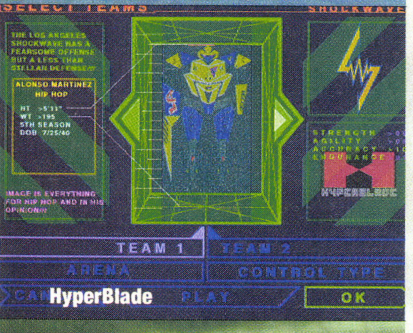












Alien Trilogy
Action/adventure based on the movies
Acclaim
Available: Now

Allied General
Sequel to Panzer General
SSI
Available: Now

All Star Baseball
Video-based baseball game
Accolade
Available: Now

Al Unser Jr. Arcade Racing
Straight forward car-racing game
Mindscape
Available: Now

Angel Devoid
Interactive suspense movie
Mindscape
Available: February 1996

Batman Forever
Action/adventure based on the movie
Acclaim
Available: Now

Beavis and Butt-head In Virtual Stupidity
Animated adventure game
Viacom New Media
Available: Now

Big Red Racing
Multiplayer racing game
Domark Software
Available: Now

BladeRunner
All high-res, full-screen video game that will require Pentium 90 and quad-speed CD-ROM drive
SSI
Available: Fall 1996

CyberSpeed
Futuristic, 3-D racing and shooting that looks as good as the PlayStation version
Mindscape
Available: Now

DeathKeep
Adventure game with Doom-like perspective
SSI
Available: Now

DragonLore II
Adventure game on dragonback
Mindscape
Available: Spring 1996

The Elk Moon Murder
Role-playing video murder mystery
Activision
Available: Now

Entomorph
Battle menacing bugs and solve tough puzzles (also runs under Win 3.1)
SSI
Available: Now

Frank Thomas "Big Hurt" Baseball
Uses motion-capture technology
Acclaim
Available: Mid-1996

G-Nome
Futuristic 3-D thriller
7th Level
Available: Early 1996

Hammer Schlammer
Futuristic military strategy
Capstone
Available: June 1996

Havoc
First game to use DirectX technology
Reality Bytes
Available: Now

The Hive
Sophisticated shooter with unique 360° Panoractive mode
Trimark Interactive
Available: Now

HyperBlade
Rollerball in a half-pipe
Activision
Available: Early 1996

Ice & Fire
Doom-style action, with more strategy
Zombie/GT Interactive
Available: Now

IndyCar Racing II
Super VGA sequel to IndyCar Racing
Papyrus/Virgin
Available: Now

Knight Moves
Great looking, original Chess-like puzzler
Spectrum HoloByte
Available: Now

Locus
3-D sports action
Zombie/GT Interactive
Available: Now

Magic: The Gathering
Based on the incredibly popular trading-card game
MicroProse/Spectrum HoloByte
Available: Now

Monopoly CD-ROM
The classic, with Internet play and animation
Westwood/Virgin
Available: Now

Monty Python and The Holy Grail
As-yet-unnamed role-playing parody
7th Level
Available: 1996

Noir
Black-and-white detective story
CyberDreams
Available: Summer 1996

Pitfall: The Mayan Adventure
Update of classic arcade sidescroller
Activision
Available: Now

Pressure Drop
Derivative color-matching and shooting game
Rocket Science
Available: Now

The Raven Project
As a rebel pilot, battle aliens in four combat modes
Mindscape
Available: Now

Return To Krondor
Sequel to Betrayal at Krondor
7th Level
Available: June 1996

Reverence
Battle the elements in supernatural action
CyberDreams
Available: Spring 1996

Rise of the Robots II
Action/adventure sequel to the fighting game
Acclaim
Available: Spring 1996

Sharkboy
Scrolling comic-book adventure
7th Level
Available: Early 1996

The Shrinking Character
Small scale detective story
CyberDreams
Available: Fall 1996

Sid Meier's Civilization 2000
Boosts game play, diplomacy, trade, and difficulty
MicroProse/Spectrum HoloByte
Available: Spring 1996

Species
Action/adventure based on the movie
CyberDreams
Available: Late 1996

Spycraft: The Great Game
Real-life spy game
Activision
Available: Early 1996

Star Trek: Generations
Kirk and Picard in first-person action
Spectrum HoloByte
Available: Fall 1996

Street Fighter: The Movie
Action/adventure based on the movie
Acclaim
Available: Spring 1996

SU-27 Flanker
The first Win 95 flight sim
SSI
Available: Now

TriTryst
Amusing action puzzler
Virgin
Available: Now

Under Pressure
Sliding action/puzzle game
Rocket Science StarHill Productions
Available: Now

USS Ticonderoga
Role-playing ship sim
Mindscape
Available: Now

Venom/Spider-man: Separation Anxiety
Interactive comic book
Acclaim
Available: Now

Virtual Karts
Racing simulation (also Win 3.1)
MicroProse/Spectrum HoloByte
Available: Now

Warhammer: Shadow of the Horned Rat
Action/adventure fantasy that uses DirectDraw and DirectSound to juice performance
Mindscape
Available: Now

X-Men Coin Op
Features the popular characters
Acclaim
Available: Spring 1996

Zork: Nemesis
Sequel to Return To Zork
Activision
Available: Early 1996

you win, you get better endorsement deals (the game is set to include a variety of humorous "commercials"). Lose, and you'll find yourself pitching panty hose.

The Hive

TriMark Interactive's The Hive makes terrific use of sound and animation. Developed by Rainbow America, it takes advantage of DirectDraw, DirectSound, and local-bus video to deliver well-integrated game sequences that look almost as good as the cut scenes.

The goal here is to save the galaxy from giant mutant killer bees called Hivasects,



The Hive boasts 360-degree Panoractive levels.

whose honey can be refined into a nasty biological weapon. There are space dogfights, planetary gunfights, and everything in between.

The game itself mixes two kinds of action. So-called "rail" sequences move you along a predetermined path, letting you shoot at bad guys along the way. But the real news is the innovative Panoractive levels, which let you pan 360 degrees around a stationary point. Bad guys come after you from all sides as you spin your gun turret to keep blasting them as they fly by.

The next Win 95 game up from TriMark? The multiplayer MagZone in early 1996. Like HyperBlade and Zombie's Locus, MagZone sends teams of up to four players racing *inside* giant three-dimensional objects as they try to fire the ball into the opponent's goal.

MechWarrior 2

PC Entertainment's Game of the Year (see "Editors' Choice Awards," on page 37) should be even better as it goes Win 95-native. In addition to solving all the installation problems that plagued the DOS hit, Activision claims that the Win 95 version will be 10 percent to 30 percent faster in 640-by-480 resolution, especially if your PC has a Windows accelerator card (most newer machines do). The Win 95 version will also include a set of simplified controls, so everyone can get up and running faster.

DirectX to You

The key to creating cutting-edge games for Windows 95 is Microsoft's Game Software Developers Kit (SDK). This set of software interfaces and standards is designed to give game developers the tools they need to deliver raw performance in Win 95 games. The goal, says Microsoft games evangelist Alex St. John, is to let game developers avoid having to write special drivers for every piece of PC hardware out there—without compromising performance (see "Windows 95: Fun and Games?," August 1995, page 80).

To do that, the SDK includes a set of technologies known as DirectX. The speed increase they provide, explains Microsoft program manager Eric Engstrom, comes not from faster code, but from using the latent capabilities in the computer's hardware. Most new computers, for example, now have Windows graphics accelerators that do nothing to enhance DOS games. DirectX lets game developers easily take advantage of that technology. In addition, DirectX makes it easier for developers to design games that automatically scale to whatever hardware is available.

Right now, DirectX consists of DirectDraw, DirectSound, DirectInput, DirectPlay, and DirectVideo—with Direct3D in development. Here's a brief rundown on what each does:

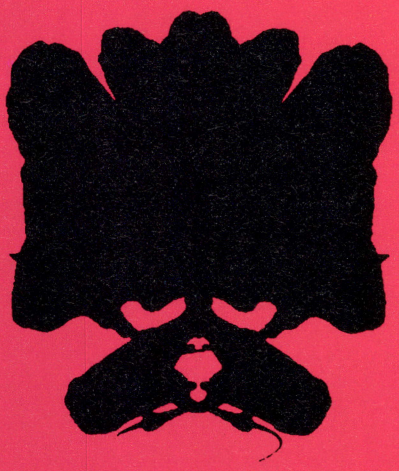
DirectDraw offers 32-bit direct access to video memory, and Microsoft claims a 10 percent to 20 percent speed increase from that alone. DirectSound does for sound what DirectDraw does for graphics.

DirectInput allows connections of up to 16 fast digital joysticks (like Microsoft's own SideWinder 3D Pro), without stressing the system. It even supports force-feedback joysticks (see Spotlight, December, page 30). DirectPlay gives developers a standard way to implement multiplayer network and modem action, no matter what kind of connections a player may have. DirectVideo, meanwhile, sits on top of DirectDraw to accelerate video decompression without degrading system performance.

Direct3D, due early in 1996, will be the culmination of Microsoft's 1995 purchase of Britain's RenderMorphics. The goal of this technology is to create a standard way for games to access the wide variety of 3-D accelerator cards now becoming available. Once it's done, Microsoft says, the Direct3D interface will make it "trivial" to port 3-D games to the PC from CD-ROM game consoles such as the 3DO, Sony PlayStation, and Sega Saturn. *—FP*

Advertisement





"Exploding robot brains."



"Smeared android pus."



"Ruptured cyborg guts."



"More exploding robot brains."

MAXIMUM SURGE. IT'LL SCREW YOU UP FOR LIFE.



For PC CD-ROM and Sega Saturn™. See your local retailer. MAXIMUM SURGE Web Site: http://www.digipix.com 1-800-332-0032

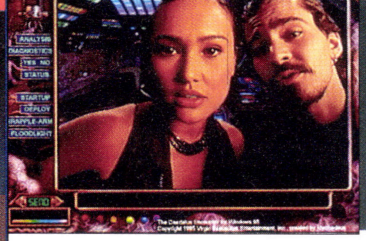
MATURE M AGES 17+

Maximum Surge is a trademark of Digital Pictures, Inc. © 1995 Digital Pictures, Inc. All rights reserved. Other products and names are trademarks of their respective owners.

MechWarrior 2 will run even faster under Windows 95.

Win 95 Ports





Windows 95 brings bigger video to The Daedalus Encounter.

Absolute Zero (Domark)
Original format: Power Mac/DOS
Available: Now

Atari 2600 Action Pack Vol. 2-4 (Activision)
Original format: Atari 2600
Available: Now and into 1996

ChessMaster 4000 Turbo (Mindscape)
Original format: Windows 3.1
Available: Now

Command & Conquer (Westwood)
Original format: DOS
Available: Early 1996

Commodore 64 15 Pack (Activision)
Original format: Commodore 64
Available: Now

D (Acclaim)
Original format: 3DO
Available: Spring 1996

The Daedalus Encounter (Mechadeus/Virgin)
Original format: Win/Mac
Available: Now

The Dig (LucasArts Entertainment)
Original format: DOS
Available: About one month after DOS version

Doom II (id Software/GT Interactive)
Original format: DOS
Available: Now

Double Switch (Digital Pictures)
Original format: Sega CD
Available: Now

Earthworm Jim (Activision)
Original format: Cartridge consoles
Available: Now

Fury^3 (Microsoft)
Original format: DOS (as Terminal Velocity)
Available: Now

Microsoft Golf 2.0 (Microsoft)
Original format: Windows 3.1
Available: Now

Hexen (id Software/GT Interactive)
Original format: DOS
Available: End of 1995

MechWarrior 2 (Activision)
Original format: DOS
Available: Now

Mortal Kombat 3 (ATI Technologies)
Original format: Arcade, and everything else
Available: January 1996

NBA Jam: Tournament Edition (Acclaim)
Original format: Arcade, and everything else
Available: Now

Rebel Assault II: The Hidden Empire (LucasArts Entertainment)
Original format: DOS
Available: Now

Return Fire (Time Warner Interactive)
Original format: 3DO
Available: Early 1996

Return of Arcade (Microsoft)
Original format: Arcade
Available: January 1996

Shanghai: Great Moments (Activision)
Original format: Windows 3.1
Available: Now

ShockWave Assault (Electronic Arts)
Original format: 3DO
Available: Now

Super Bubsy (Accolade)
Original format: Arcade and cartridge
Available: Now

Thexder (Sierra On-Line)
Original format: Arcade
Available: Now

Twisted Metal (Sony Interactive Entertainment)
Original format: PlayStation
Available: March 1996

WarHawk (Sony Interactive)
Original format: PlayStation
Available: March 1996

Ultimate Doom (id Software/GT Interactive)
Original format: DOS
Available: Now

MechWarrior 2 for Win 95 will also support the company's NetMech, allowing up to eight players to do battle over a local-area network.

CyberSpeed/Dragon Lore II

With several new Win 95 games out in 1995 and 20 more Win 95 titles in the works for 1996, Mindscape is newly rededicated to games. The company "intends to dominate the Win 95 market," according to chief technical officer Mike Duff.

In 1995, Mindscape's best-looking Win 95 title is probably CyberSpeed. This 3-D race-and-shoot game boasts graphics "every bit as good as what you're going to see on the Sony PlayStation," Duff says. He may be qualified to judge, since the company is also

continued on page 145



Mindscape's CyberSpeed will also be out on the Sony PlayStation.

Advertisement

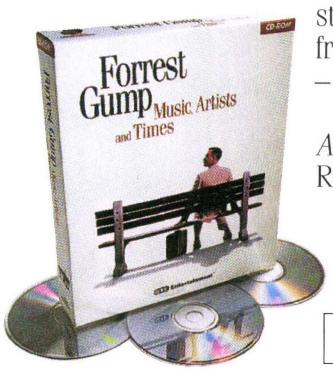


ROM Forrest ...ROM!



Forrest Gump Music, Artists and Times

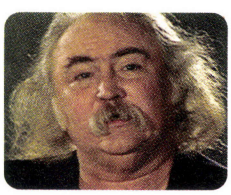
CD-ROM Anthology for PC and Mac



He ran through a generation and took us with him.

Now follow Forrest on your own computer to a time when a disk was something your dog caught in mid-air, a hard drive was that road trip in your van to Woodstock, and everyone was user-friendly. It was a time for music – music that rocked the world.

Forrest Gump – Music, Artists and Times is three CD-ROMs full of exclusive interviews with over 30 artists, like Jackson Browne, Joan Baez and Brian Wilson. Plus, archival concert footage, movie clips, and a historical timeline of the events that inspired the music.



See archival concert footage, plus over 30 artists, like David Crosby, talk about the music and times.

With all of this, you don't just watch it, you *live* it. Run out and get yours today. Or order direct by calling 800-GTE-TODAY.



Discover the era through movie clips and a historical timeline brought to life with music.

GTE Entertainment™

UPSTREAM MULTIMEDIA

Paramount

QuickTime

Also available: Forrest Gump
The motion picture on video from Paramount

Forrest Gump Music, Artists and Times © Paramount Pictures. All rights reserved. Software Code ©1995 GTE Interactive Media. All Rights Reserved. ©1995 GTE Vantage Incorporated. All Rights Reserved. GTE Entertainment and the GTE logo are trademarks of GTE Vantage Incorporated. Forrest Gump is a trademark of Paramount Pictures. All Rights Reserved. QuickTime and the QuickTime logo are trademarks of Apple Computer, Inc. RFR-08

Druid

Daemons Of the Mind

With a heavy dose of action and adventure, Sir-Tech's new role-playing game makes one thing clear: It's not your father's RPG.

By Christopher Lindquist

Traditional role-playing games may be fun for the dedicated few, but they tend to drive less-involved game players up a statistical tree. Charisma points, hit points, strength points, intelligence points—a game like Dungeon Master II can seem too tedious and complex to keep the attention of the mass audience of game players raised on the action of Doom and the adventure of Full Throttle.

Now Sir-Tech Software thinks it has a game that will please both camps. Druid: Daemons of the Mind starts with traditional role-playing elements: a fantasy-based storyline, experience levels, and spell-creation. Then Sir-Tech adds action/adventure pieces—including an isometric top-down view, high-resolution rendered characters, and tons of hand-to-hand combat—to create a new kind of game that the company hopes will satisfy RPG fans while bringing a whole new batch of players into the fold.

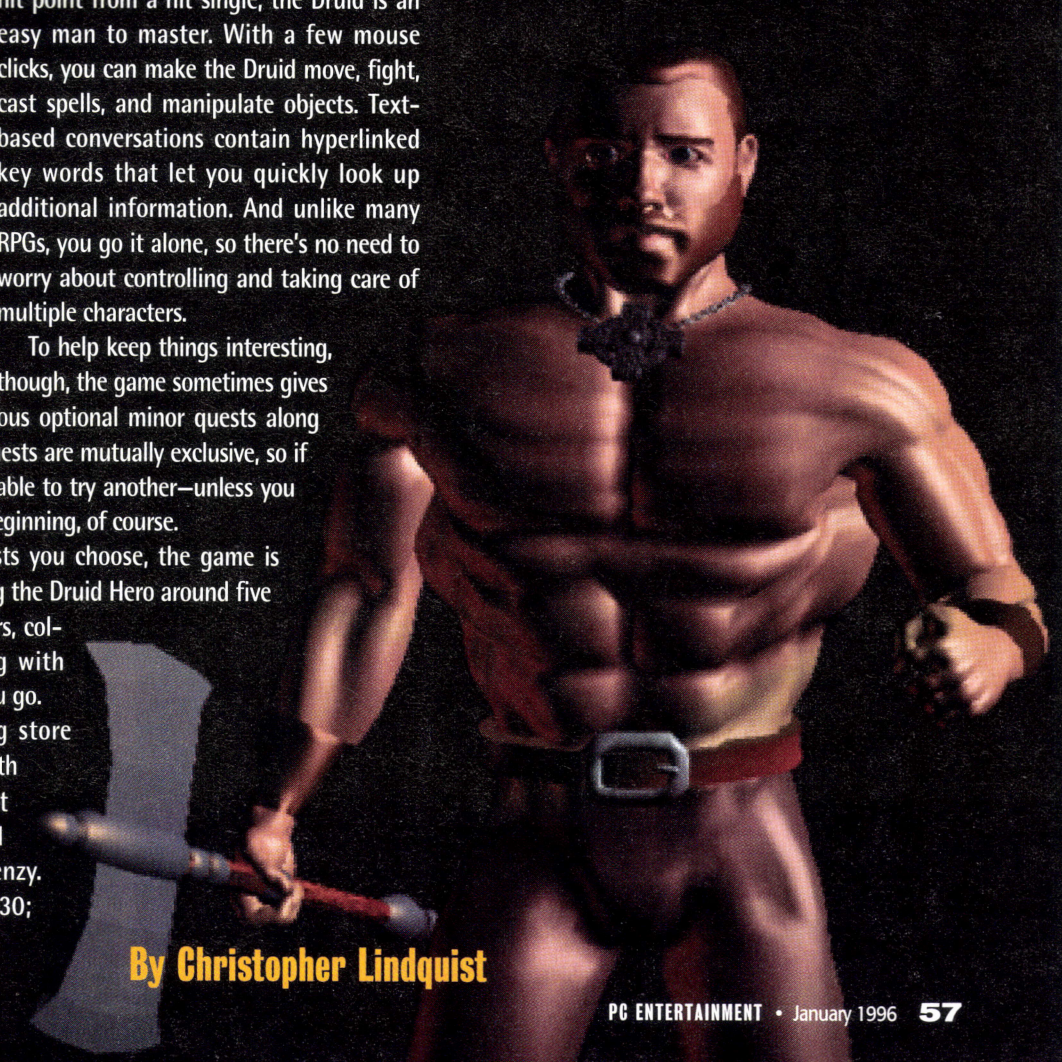
Don't let the game's title fool you, either. You won't find any skinny guys in capes skulking about Stonehenge. Druid: Daemons of the Mind places you in the role of the Druid Hero, a well-buffed biped who suddenly finds himself lost and alone in an otherworldly place he has only witnessed before in dreams. To have a shot at returning home from this strange and dangerous island world, the Druid must find out what is behind his sudden change of venue.

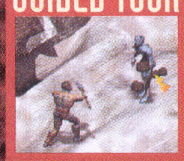
Fortunately for those who don't know a hit point from a hit single, the Druid is an easy man to master. With a few mouse clicks, you can make the Druid move, fight, cast spells, and manipulate objects. Text-based conversations contain hyperlinked key words that let you quickly look up additional information. And unlike many RPGs, you go it alone, so there's no need to worry about controlling and taking care of multiple characters.

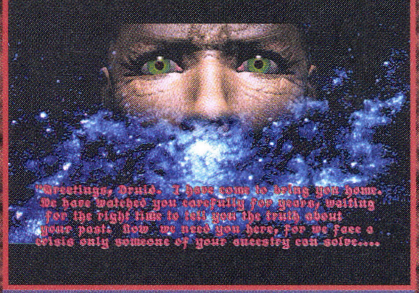
To help keep things interesting, though, the game sometimes gives you the chance to pursue numerous optional minor quests along your way. However, some of the quests are mutually exclusive, so if you take on one, you may not be able to try another—unless you go back and play again from the beginning, of course.

Regardless of the minor quests you choose, the game is essentially linear, with you guiding the Druid Hero around five different islands, battling monsters, collecting objects, and interacting with other non-player characters as you go.

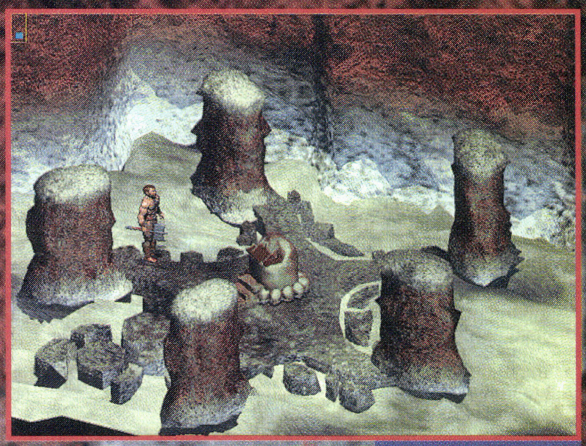
Druid should just be hitting store shelves. Prepare for your quest with our Guided Tour of the RPG that may just whip game players of all types into an axe-swinging frenzy. (Sir-Tech Software; 800-447-1230; DOS CD; street price, $40)







Someone else has information as to why you're here. Listen closely. The other Druids have a quest for you that they can't complete on their own. The question is, do you want to finish it for them?

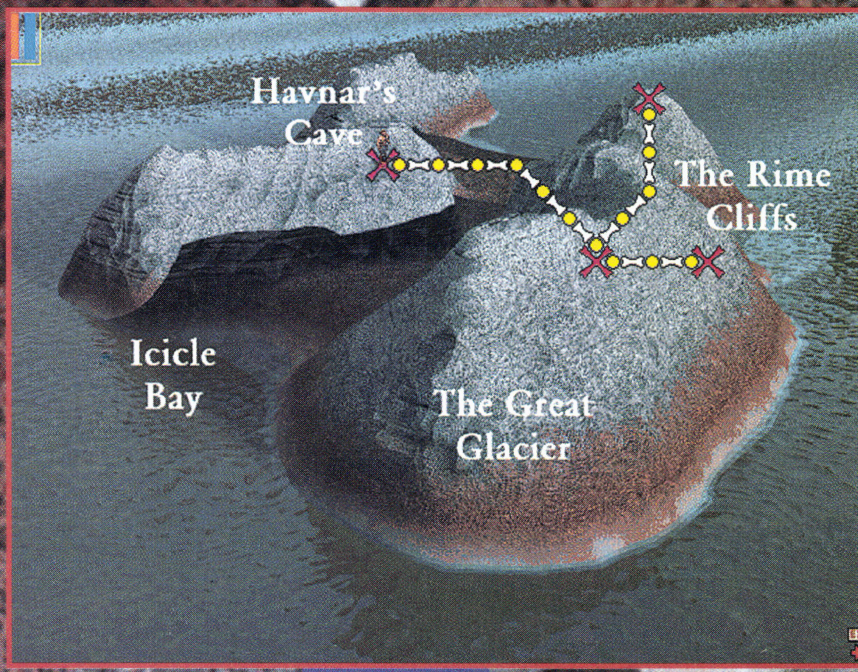


Mysterious circles dot the landscape. No, they're not here just to attract tourists; they could help you take a trip.

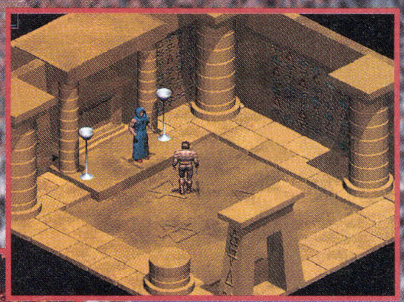




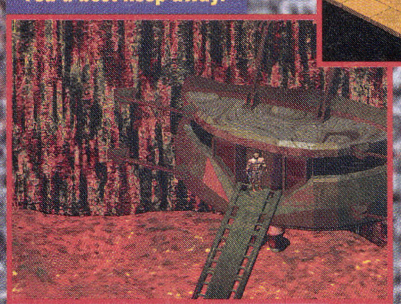
A well-placed spell can be a shattering experience for an unlucky ice monster. Druid's "semi-real-time" combat system keeps the action moving, but gives you enough time to fight both hand-to-hand and with magic.



The map makes it easy to get around, once you get the knack.

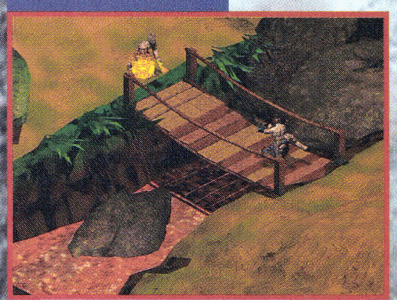


Bubble, bubble, toil and trouble...That lava is just as hot as it looks. You'd best keep away.

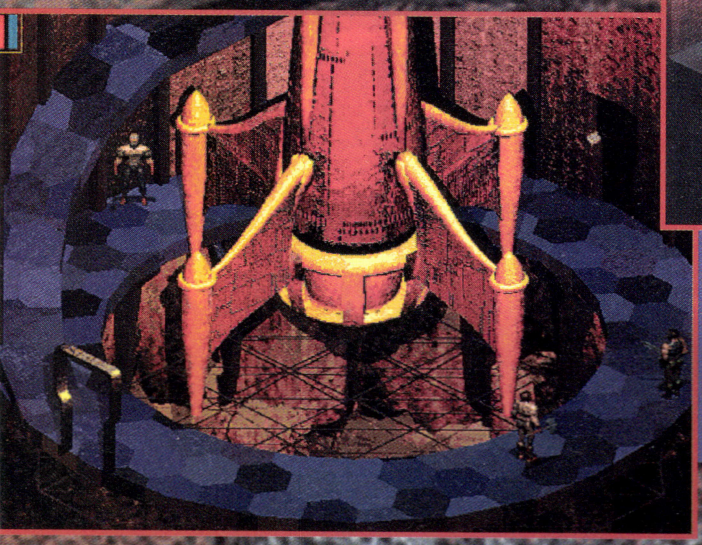


Lawson, I presume. A missing Druid may have many reasons to disappear—or to be found. Looks like you have another choice to make.

Earth plus fire plus air plus a bit of mind power, and you've got yourself one heck of a Roman candle.





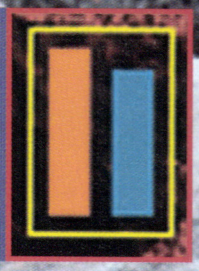


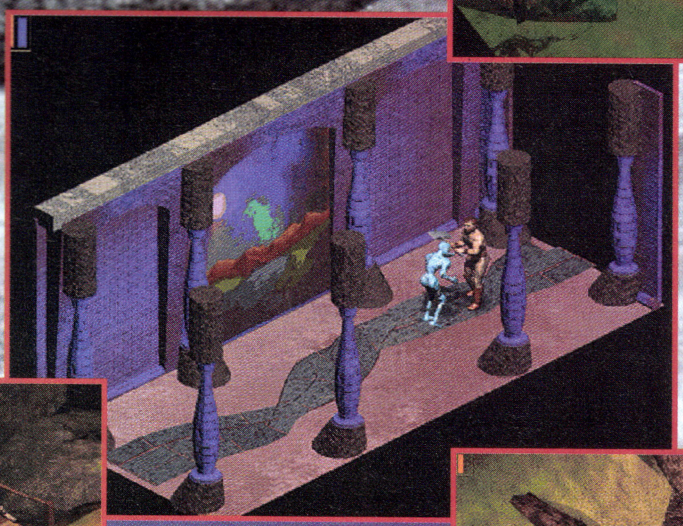


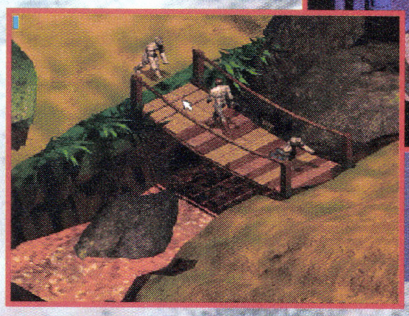
It seems your fellow Druids have more than magic on their minds, but why a rocket? Always be on the lookout for objects you can manipulate or pick up. Some will prove valuable in your quest; others, well...



Keep a close eye on your health (the orange line) and mind points (the blue line). Run out of mind points, and you're out of magic. Run out of health points, and you're out of luck.

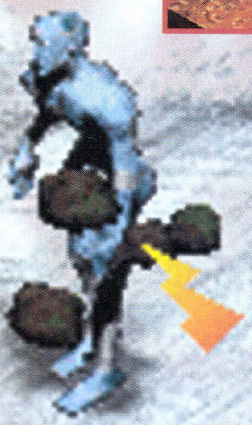






Your travels will take you to many unique places. Each will be different, but your welcome from the locals will likely be the same.







Mix the elements well and stir in some mind power to create your spells. Certain combinations may yield unpredictable results—even a giant hand to crush your opponents!

3D BL

The Ultimate 3D

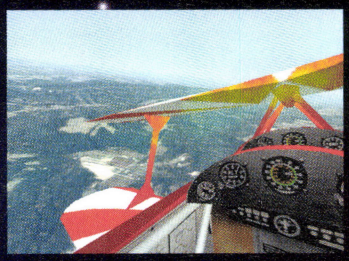
We've Included these Five Next Generation 3D games designed specifically for 3D Blaster.



Rebel Moon™
Defend your state against attacks from enemy forces. Rebel Moon from Fenris Wolf delivers stunning sci-fi game play with 3D effects that come at you from all directions. Exclusively on 3D Blaster.

Magic Carpet™ Plus
Fight to restore realms that have been annihilated by catastrophic events. With amazing 3D graphics and arcade-like action, your Magic Carpet, from Bullfrog, awaits you.





Flight Unlimited™
This incredible flight simulator from Looking Glass Technologies, Inc. features 3D, texture mapped scenery and flying motion so real you'll want to fasten your seat belt for takeoff.



© 1995 Creative Technology LTD. The Creative Labs logo is a registered trademark and 3D Blaster and the Sound Blaster compatibility logo are trademarks of Creative Technology LTD. Inquiries: Fax Back

Tired of games that play in slow motion? Tired of pixels the size of boulders? Tired of 8-bit cartoon colors?

Get 3D Blaster™. It will blast you with full color, hi-res, 3D graphics that fly across your screen at light speed. Plus, it's bundled with five killer 3D games designed for 3D Blaster. And that's not all. Watch the shelves for an avalanche of certified Blaster compatible titles.

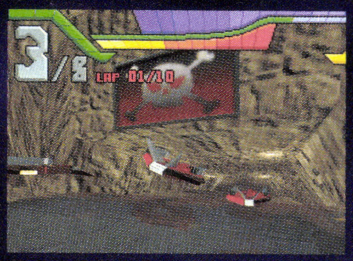
3D Blaster was born to run on Windows® 95, Windows

aster.
aming Experience.



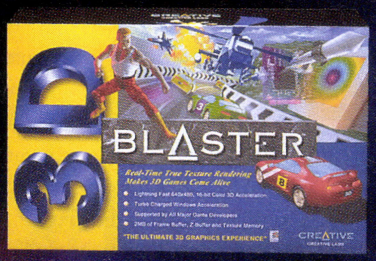
The 3D PC Standard.

Hi-Octane™
Sick of your commute? Take out your frustrations in Bullfrog's combat racing game HI-OCTANE! In a heavily armed hovercar, one wrong move decides who is road king and who is road kill.





NASCAR® Racing
This is no Sunday drive! NASCAR racing, from Papyrus, is the real thing. Strap yourself into a stock car and experience pure, heart-pounding, bumper to bumper racing.



CREATIVE®
THE MAKERS OF SOUND BLASTER®

Service: 408-428-2389, World Wide Web (http://www.creaf.com, Creative Labs' Customer Response Center 1-800-998-5227. All other trademarks are the property of their respective holders. All rights reserved.

3.1 and DOS systems. And it's Plug n Play compatible.

Tired of being left behind? Then upgrade your 486 VL-bus PC with 3D Blaster, the standard in 3D PC. From Creative Labs, the makers of Sound Blaster.

WORKS WITH WINDOWS® 95

PLUG and PLAY

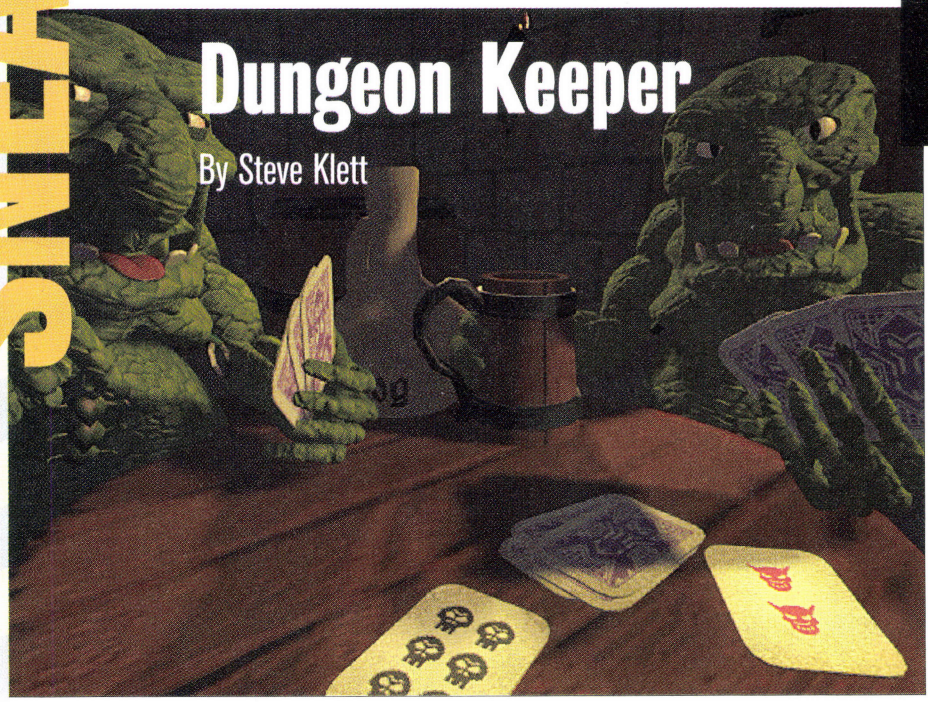
CREATIVE BLASTER CERTIFIED

DOS CD

PREVIEW!

Dungeon Keeper

By Steve Klett





Fireballs are just one of many cool lighting effects.

Dungeon Keeper
Electronic Arts
800-245-4525

Developer: Bullfrog
Platform: DOS CD
Available: February

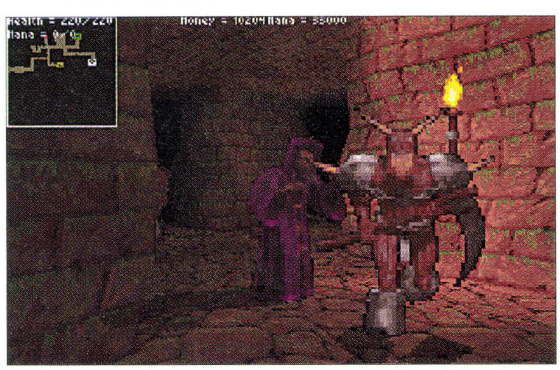
Sure, it's fun playing the gallant hero in the typical fantasy adventure game. Everyone wants to save the world from the dark minions of evil. But 'fess up: Aren't you just a little sick of always being the good guy?

If so, Bullfrog and Electronic Arts may have just the prescription you need. Dungeon Keeper lets you indulge the dark side. In this strategy/action game, you are an evil Dungeon Keeper whose job is to keep all the classic "good" adventurers—you know, knights, warriors, magicians, and the like—from exploring your dungeon and stealing all of its treasure.

The game is set in a massive kingdom that is divided into hamlets. Each hamlet, of course, has a dungeon. You must take control of each hamlet by killing enough of its adventurers to incur the wrath of its ruling lord. Kill him, and it's on to the next hamlet. To win the game, you must eventually slay the king.

Built with elements of Bullfrog's Magic Carpet engine, Dungeon Keeper's texture-mapped dungeons can be rotated 360 degrees; they contain awesome lightsourcing effects, including flickering torches and fireballs that light up hallways as they are thrown. Two perspectives let you mix and match the game play: a third-person overhead view keeps track of all the goings-on in the dungeon, while a first-person Doom-like view lets you join the action as you see your dungeon through the eyes of its inhabitants.

Time to kick some adventurer butt.



Most of the typical dungeon dwellers you know and love are there: trolls, dragons, skeletons, sorcerers, imps, giant bugs and flies, and more. You can order them to perform various tasks, such as guard passages, hunt, or lurk in the shadows and ambush unsuspecting adventurers. You can choose to take control of any one of your creatures at any time, and when you do, you see the world through their eyes. For instance, if you take control of a giant fly, you can actually fly around the dungeon Magic Carpet–style; choose to control a giant bug and your field of view will be slightly distorted and at ground level.

Sophisticated artificial intelligence ensures that each creature acts true to form. Trolls, for example, are relatively dumb and follow your orders blindly—most of the time. Others, such as dragons, have more independent minds. They may even decide that your trolls make for an easier meal than those knights you want them to roast. All the creatures won't get along, and keeping them from killing each other—adventurers aside—is a constant struggle.

Strategy comes into play when deciding which creatures are best-suited for a given task, and in constructing your dungeon. You'll need to build training rooms to improve your minions' fighting skills, armories to shore up their defensive powers, libraries to boost their spell-casting abilities, and a summoning room to recruit their friends. A torture chamber will keep your troops in line and perhaps even coerce a few of the good guys to switch sides. Then there's traps to build and place, and your creatures' sanitary habits to consider. Can't have a dungeon filled with dragon doo-doo, now, can we? After all, even trolls have their comfort limits.

As does Magic Carpet, Dungeon Keeper will include network support for as many as eight players: one person plays dungeon keeper while seven others lead parties of four adventurers out on treasure hunts.

Actors always say that it's more fun to play the bad guy. With the imminent arrival of Dungeon Keeper, computer gamers can heartily agree.

SMASH HIT

PLAYSTATION

NOW AVAILABLE ON PC-CD ROM

ESPN®

espn2™

Extreme Games™





SONY IMAGESOFT

KIDS TO ADULTS K-A AGES 6+

insane sports for an extreme generation!

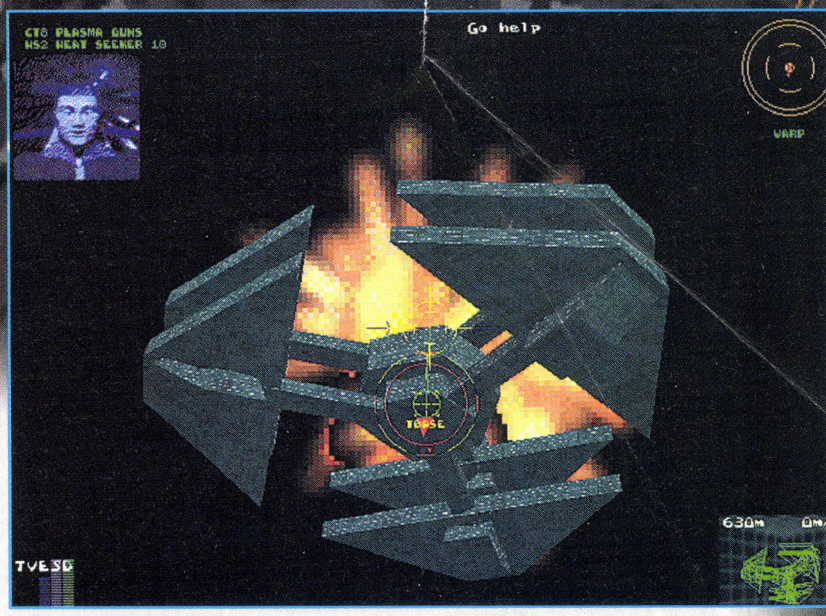
Developed by Sony Interactive Studios America. ESPN, ESPN2 and Extreme Games are trademarks of ESPN, Inc. Licensed in conjunction with Names International, Inc. and International Computer Group, Inc. ©1995 Sony Interactive Entertainment Inc. Extreme Games is distributed by Sony Interactive PC Software America, 919 East Hillsdale Boulevard, Foster City, CA 94404. Sony is a registered trademark of Sony Corporation. Imagesoft and the Quill design logo are trademarks of Sony Interactive Entertainment Inc.

GAME OF THE MONTH

DOS CD

Star Rangers

By Steve Klett



You got the base, now go protect that civilian transport.

The year is 2059. Humans have stopped their rapid and violent expansion into the far reaches of space, and an uneasy truce exists with the dreaded Tauregs along the frontier. An elite group of military pilots known as the Star Rangers holds the status quo—for the moment. Can one pilot make a difference? It's time to find out.

Welcome to Star Rangers from Interactive Magic. Stuck in a large pond brimming with space combat sims, Star Rangers is a rather unassuming title that still manages to stand apart from the competition, but it would be easy not to notice. You won't find a lot of glitz here: no fancy video, big-name actors, complex plot, $20 million budget, or character interaction.



Enemy ships even look good up close.

However, Star Rangers does go where no space combat sim has gone before by doing a good job of integrating a strategic element into the arcade action, a feat that manages to pull you into the game without all the fancy trappings.

You start out as a lowly Star Ranger cadet who has pledged to protect civilians from raids by the Tauregs. Perform well throughout the course of the game's 17 missions, and you'll advance in rank. Missions consist of the typical patrol, escort, and base attack variety. Like Wing Commander III, you also get to choose your wingman from a pool of five before each mission, and each one has his or her own unique flying style and willingness to follow orders. Okay, nothing new here, but wait.

For the first time, you get to decide how to fly your patrols, which pod of enemy ships to attack first, and which civilian ship needs your help the most. On a routine patrol, for example, you call up the star map and see several groups of Taureg ships heading for different bases plus the civilian ships under your protection. You must decide in an instant whether to let a ship carrying hundreds of civilians be destroyed to protect a vital base. Nice. Better yet, the positions of enemy ships are randomized so no mission is the same twice.

This is exactly what good games such as Wing Commander III were missing. The decision-making in Star Rangers makes you feel more vested in the game, instead of like an outside observer following a scripted path.

In another departure from the norm, you also can fly back to the nearest friendly base at any time to refuel, reload, and repair your ship. It's a simple feature, but it goes a long way in reducing the you-against-the-universe game play of most space shooters.

Like most flight sims, Star Rangers gives you access to multiple views outside of your ship, including the chase view, a traditional cockpit view, as well as side, rear, and overhead views. You can outfit your ship with a wide variety of weapons, including rockets, pulse cannons, heat-seeking missiles, and tactical nuclear warheads. Unfortunately, the load-out for each mission is set for you. Having to choose the right weapon for each mission would have increased the game's strategic appeal even more. You also only get to fly one ship throughout the entire game. Bummer.

But you've never experienced such exhilarating space combat before—all rendered in gorgeous Super VGA. Enemy ships, bases, and capital ships are all beautiful to behold—and to destroy—even up close. The caveat? Performance. Even a 90MHz Pentium with 8MB of RAM is taxed to its limits and beyond with all the detail settings turned on. Sure, you can reduce the resolution to VGA, but the game loses a lot of its appeal.

However, if you've been left wanting by other space combat sims and your computer has the muscle power, Star Rangers is a breath of fresh air.

Star Rangers
Interactive Magic
800-789-1534

Platform: DOS CD
Requires: 486/33, 8MB RAM, Super VGA, double-speed CD-ROM drive, DOS 5.0, Sound Blaster-compatible
List Price: $59.95

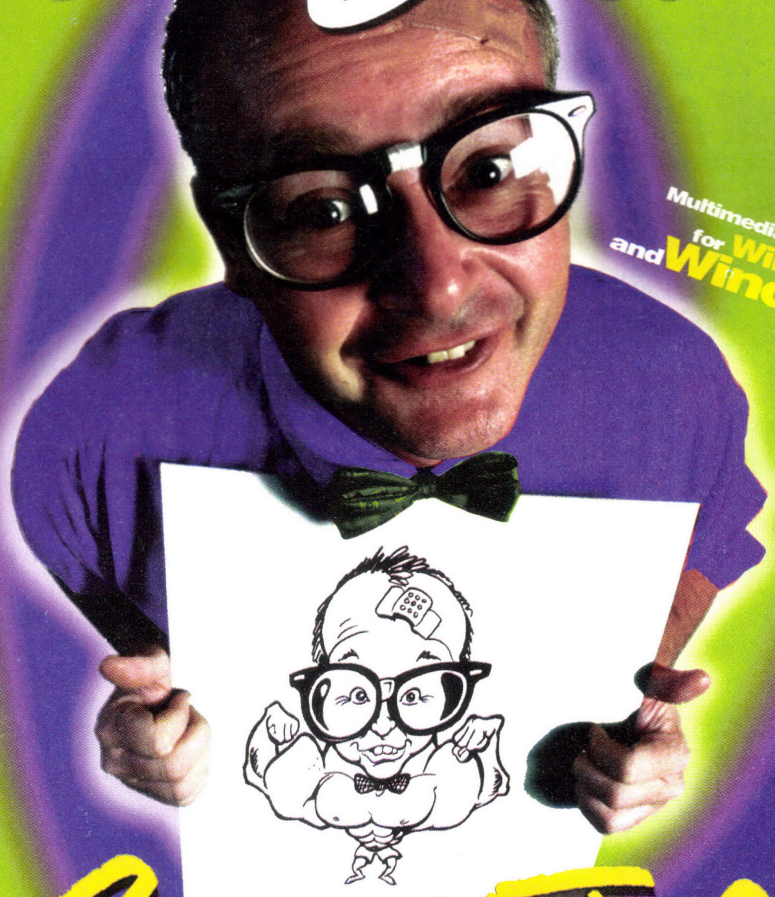
GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★ 1/2
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★

Star Rangers raises the strategy bar for space sims.

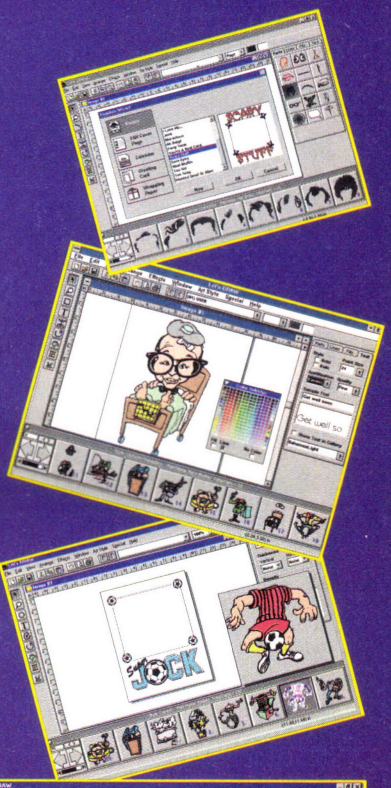
TIPS

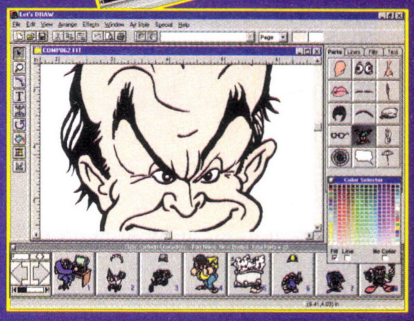
- **Tauregs like head-on attacks. To help avoid collisions, cut your engines while firing.**
- **Save your Sharp Stick missiles for strafing attacks on capital ships.**
- **Increase your shield power before attacking capital ships—especially carriers!**

Let's Draw™



Multimedia Drawing Program
for Windows 3.1
and Windows 95





CARICATURE EDITION

CREATE GREETING CARDS, FAX COVER PAGES, POSTERS, CALENDARS ...AND MUCH MORE!

- 100 professionally designed, ready-to-use, caricatures of famous people.
- 50 templates for instantly creating posters, FAX cover pages, greeting cards, wrapping paper, political cartoons, entertainment & sports figures.
- Billions of combinations included in every box.
- File format compatibility with all popular Windows® applications.
- Import scanned images for tracing.
- Add character and bring life to any publication or document.

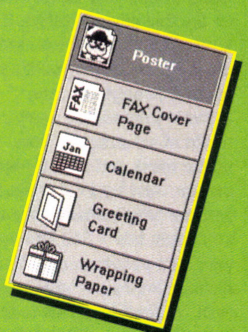
ON CD

It's as plain as the nose on your face...or hers...or his...we can all draw!
But if we want to go beyond stick people and happy faces, some of us need an advantage.

Perhaps you already possess the wit of a political satirist or the humour of a comic, but your caricature skills may still be playing the catch-up game. You need to bring your zany talents to life with a powerful illustration program designed to be simple, effective and fun.

Let's Draw is just such a program. Along with many advanced features, **Let's Draw** offers publication quality output, and compatibility with all popular Windows® applications at lightning speed.

Learn and experience the art of drawing through **Let's Draw!**



FOR MORE INFORMATION ABOUT MICROFORUM AND OUR PRODUCTS CALL
1-800-465-CDCD(2323) Tel:(416)656-6406 Fax:(416)656-0548
Or write to us at 1 Woodborough Ave., Toronto, Ontario, CANADA M6M 5A1
Comments, inquiries and suggestions are always welcome!
©1995 Microforum Inc. All Rights Reserved. "Let's DRAW"™ created and produced by Microforum Inc. and IKE Software.

Microforum®
MASTERS OF THE NEW ART

FOR THE LATEST NEWS AND SNEAK PREVIEWS OF OUR EXCITING NEW TITLES, VISIT OUR INTERNET SITE!
INTERNET ADDRESS: http: //www.microforum.com
Email: mail@microforum.com

Destruction Derby

By Bill Meyer



Destruction Derby offers five tracks in its stock car racing circuit.



For hard-core action right out of the gate, head for the Bowl.

Go ahead, throw on that baseball cap emblazoned with "Spotted Owl Tastes Like Chicken," grab a six-pack of ice-cold Bud, and pull up your easy chair in front of the PC. Destruction Derby from Psygnosis is ready with all the bone-crunching mayhem any red-blooded American male can handle in each of two events: demolition derby and stock car racing. And just like the real thing, each destructive spectacle is a feast for the eyes.

To start busting fenders immediately, choose a single race and fire up your engines in the Bowl or on the track. You'll be pleasantly surprised by the exceptional car detail, realistic damage, and great camera switches as you reverse for a fierce blow on an unsuspecting victim stalled in first gear. Engine hoods jackknife upward, side panels collapse, and steam and smoke rise as damaged cars crawl forward. Three different player views, two outside and one from the driver's seat, allow multiple perspectives as swarms of cars collide in the center of the Bowl and careen out of control in 180- and 360-degree spins. Finally, a great replay option lets you review derbies and races in their entirety.

Once you've spent some time behind the wheel, the Championship mode offers consecutive Demolitions in the Bowl or stock car races on five tracks against some 20 other drivers. The stock car racing is more suitable for folks who want a touch of the realism you would find in NASCAR Racing, coupled with a lot of bang-up action. For instance, the five stock car tracks feature tricky hairpin turns and dangerous double intersections that cause spectacular multi-car pileups. To win a race, you really have to be a savvy driver, negotiating turns efficiently and avoiding other cars and pileups. However, if you're careful, using some of your alloy and steel to block competitors and to tie up crossovers can prove very effective.

Contests in the Bowl are more straightforward. Here, it's not who finishes first, but who gets the most points—or just survives. Your best bet? Circle the Bowl in reverse and ram other cars with your back end to protect your engine. You may not score as many points, but you may outlast everybody else and win anyhow. Not into playing it safe? Then the more enjoyable method is to disregard what happens to your car in an attempt to inflict as much damage as you can on other vehicles. Your car won't last, but you can often score enough points to become one of the leaders. Still, while the action in the Bowl is great, it does get repetitive after just a few go-'rounds.

Graphically, Destruction Derby is outstanding, although it seems Psygnosis spent most of its efforts on the cars, which look surprisingly good up close in the pileups. Other areas suffer a little; for instance, walls sometimes flicker during collisions. The sound effects could be better, too, with more intense crunching metal and falling glass. Finally, while the 360s are fun and the car damage realistic, it would have been interesting to see some vehicles roll, land on their sides, or even catch a bit of air during particularly grievous collisions.

These complaints aside, Destruction Derby is by no means your average arcade racing game. Its superbly detailed cars, radical views, incredible crashes, and high-adrenaline racing give it a bold new look and style that's sure to please.



TIPS

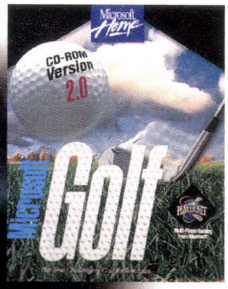
- **For big point totals in the Bowl, clip the back and front edges of opposing cars and propel them into 360-degree spins.**
- **Avoid hanging around in the very center and near the outer walls of the Bowl except when ramming. In both spots, you are vulnerable to being hit by multiple cars.**
- **In the Bowl, use the outside views to see and avoid surprise attacks.**
- **The walls can be your worst enemy on the five narrow tracks. If you bash your front end too many times during turns, you'll never make it through the race.**
- **Avoid pileups, but don't be afraid of scratches to your finish; block and cut off other drivers. Just try to stay about a half-car length ahead so you don't spin into a 360 and make your side panels sustain the damage instead of your engine area.**
- **Don't be afraid to brake in the turns. Impatient drivers can be blocked, and if they rear-end you, it damages their engine.**

Destruction Derby
Sony Psygnosis
415-655-5683

Platform: DOS CD
Requires: 486/33, 4MB RAM, Sound Blaster-compatible
List Price: $49.95

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★ ★ ★

Destruction Derby puts a new twist on arcade racing with cutting-edge graphics and unadulterated mayhem.



It's SO real you can still blame the clubs, the lie, the bunkers, the trees, the rough, and the water.



Excuses, excuses. It's the game of golf. And nothing comes closer to the game than new Microsoft® Golf 2.0 CD.

This is the ultimate golf experience — right on your PC. Whether you're playing on Windows® 3.1 or the new Windows 95 operating system, it's as easy as it gets. Tee it up at either Firestone South or Torrey Pines South. Don't sweat your hooks and slices because even your worst drive will look awesome with photo-realistic trees, sparkling water, and sailboats in the bay. Aerial fly-by views help you decide when to pull out a fairway wood and go for the green. Video clips from course pros offer tips on each hole. All you have to do is hit the ball where they tell you. (Easier said than done.)

And if you're running Windows 95, the PlayerNet™ system for new Microsoft Golf 2.0 allows you to play head-to-head with friends. Putt for the big bucks in the new skins game format. Miss it and you'll be subjected to your opponents' scathing comments.

See your software retailer today to pick up a copy of the most popular golf game available. And please, remove your spikes before entering the store.

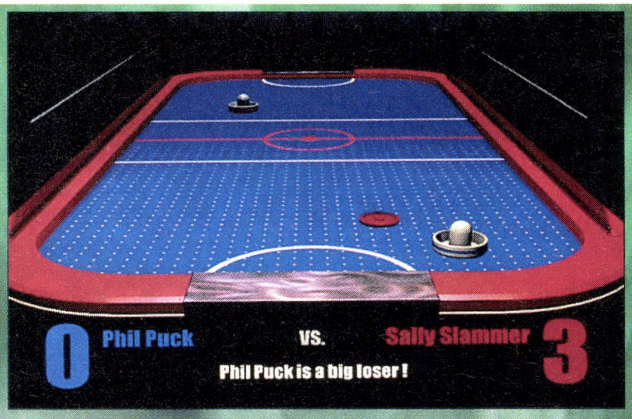
Microsoft
WHERE DO YOU WANT TO GO TODAY?™

For more information on Golf 2.0 and PayerNet, log onto http://www.microsoft.com/msgolf.

© 1995 Microsoft Corporation. All rights reserved. Microsoft and Windows are registered trademarks and *Where do you want to go today?* and PlayerNet are trademarks of Microsoft Corporation.

Bringing the Arcade Home

By Christine Grech



Unlike real table hockey, it takes a light touch to score in 3-D Table Sports' Slam Hockey.

There's nothing like a quick arcade game to provide a little stress relief, and two new discs of three games each hope to deliver just that. However, while 3-D Table Sports from Time Warner Interactive succeeds brilliantly, Corel's Arcade Mania fails just as miserably.

3-D Table Sports brings three classic arcade standbys to the PC—foosball, air hockey, and table-top basketball. Each game features slick graphics and easy controls via mouse or keyboard, as you would expect for such simple challenges. The games are entertaining enough for a single player, but what sets the package apart is its excellent multiplayer capabilities. Each of the games can be played against another human opponent over a PC network, null modem cable, or dial-up modem connection. While only two players at a time can play, others can watch the action online and await their turn in a tournament with as many as 32 players.



Arcade Mania's Neutrino is just another Breakout clone.

Arcade Mania
Corel CD Home
800-772-6735

Developer: Artech Studios
Platform: Win CD
Requires: 486/66, 8MB RAM, MS-DOS 5.0, Windows 3.1, double-speed CD-ROM drive, Super VGA
List Price: $24.95

GAME PLAY:	★ ★
GETTING STARTED:	★ ★ ★ ★ ★
GRAPHICS:	★ ★
SOUND CHECK:	★ ★
VALUE:	★ ★

Shareware-quality arcade games at a top-shelf price.

Of course, most of us don't have a PC network at home and will probably play simple head-to-head matches. 3-D Table Sports makes it great fun to do so with taunts and juvenile sound effects assigned to function keys. Granted, you'll probably get tired of the antics soon, but it's a great way to get on your opponent's nerves.

Of the three games, Slam Hockey is the strongest, both for playing against the computer or a human opponent. The controls have a light touch, and the puck moves as if it really were floating on a cushion of air. Power Hoops, a game played on a 32-hole grid, is not very exciting played against the computer, but comes alive against a real opponent, especially with multiple balls and stealing enabled. Foosball is the least addictive of the three. When it's played in automatic pole-selection mode, scoring can seem to be as much a matter of luck as skill; in manual mode, however, controlling play becomes overly complex.

3-D Table Sports
Time Warner Interactive
800-482-3766

Developer: Mass Media
Platform: DOS CD
Requires: 486/33, 8MB RAM, Super VGA
List Price: $29.95

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★ ★ ★

For quick, satisfying multiplayer challenges, 3-D Table Sports is an inexpensive winner.

The one thing missing from 3-D Table Sports is a two-player option on a single computer. One other minor complaint: You can't get any help about the game's various options or controls from within the game. They're all contained in a separate README file.

Arcade Mania lies at the other end of the spectrum. This package resembles a bad shareware sampler with its middling graphics and unoriginal games. Unfortunately, with a price tag of almost $40, it's not something you can try before you buy.

Each of the games has a weak storyline with token video clips that set up the challenge, such as dispatching you to prevent a nuclear explosion. While these would be forgivable, you are also subjected to a lengthy ending cut scene each time you finish a game if you don't click before the video starts. And while you can click through video intro sequences, you're forced to watch the video conclusions in their entirety.

Arguably the best of the three games is Neutrino, a mildly addictive Breakout knockoff in which you use a paddle to remove bouncing atoms. Nova 3 is a futuristic shooting gallery that has you aiming at aliens that pop up in several static environments. Unfortunately, firing delays make this one frustrating. Finally, in Lunar Fox, you pilot a tank through a maze as you shoot at aliens, much like the old arcade standby Battlezone. It's a yawner.

Vintage games certainly have their place in computer gaming, but not when they're touted as slick newcomers and sold for serious money. Take a pass on Arcade Mania.

"This ain't no flight sim...this rocks."

"The 3D environments are simply breathtaking... the worlds are like nothing seen before in computer games." –Computer Player

GOLDEN TRIAD AWARD
COMPUTER GAME REVIEW

"This game is best described as a hybrid of **Magic Carpet** and **Descent** – a combination that will delight the vast majority of PC gamers." –Next Generation

"**Terminal Velocity** is as good a shooter as you can find at the arcade. It is the next generation of games..." –Computer Game Review

"Actually seeing **Terminal Velocity** moving is the only way to experience its true splendor...and this realism gives you a true sense of power. It's impossible to overstate how much fun this is!" –PC Gamer

SUPPORTS UP TO 8 MULTIPLAYERS

Thundering engines



Insane weapons



Maximum destruction



FEATURES

Super-fast texture mapped 3D flight with full 360 degree movement.

9 totally unique planets, with 3 levels per planet, and dozens of tunnels to explore!

7 murderously destructive weapons, plus many other devastating power-ups.

Non-stop air-to-air and air-to-ground realistic Comm-Bat™. Plus, play 8 player network and two player modem games, in special Comm-bat levels, which are specifically designed for fun multiplayer games.

DWANGO™ support too!

SVGA support (640 x 480 resolution). This is a Pentium™ recommended mode.

Fully digital music and sound effects (up to 44 KHz –real CD quality!).

70 Mb of 3D rendered, full-motion, eye-candy cinematics.

RemoteRidicule™ allows players to send digitized voice messages to other players during multiplayer games.

Terminal Velocity™

Now available in stores from FormGen.

FormGen, Inc. 7641 E Gray Road Scottsdale, AZ 85260
Developed by Terminal Reality, Inc. Published by 3D Realms Entertainment. Published Commercially by FormGen Inc.
All rights reserved. All trademarks are the property of their respective owners.

FormGen INCORPORATED

3D REALMS™ REALITY IS OUR GAME.™

TRI™ TERMINAL REALITY INC.

Cadillacs and Dinosaurs



In the 26th century, mankind has risen from the destruction of The Cataclysm to form a new society built around preserving balance between all the earth's creatures. Now, the villainous Dr. Scharnhorst threatens to disturb that balance by creating giant dinosaurs to take over the world.

It's an interesting premise that unfortunately doesn't translate into a very interesting game. The PC version of Rocket Science's Cadillacs and Dinosaurs tops the original Sega CD version with better graphics and more game play options, but then again, there was plenty of room for improvement.

Cadillacs and Dinosaurs
Rocket Science
800-987-6253



Platform: DOS CD
Requires: 486, 4MB RAM, DOS 5.0, VGA, double-speed CD-ROM drive
List Price: $29.95

GAME PLAY:	★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ 1/2
SOUND CHECK:	★ ★ ★
VALUE:	★ ★

You take the heroes, Jack and Hannah, on a wild ride through jungles and tunnels as they attempt to thwart Dr. Scharnhorst's evil scheme. Along the way, you must avoid deadly dinosaurs, pits, boulders, poachers, and other obstacles. Using a joystick, keyboard, mouse, or some combination of the above, you must guide Jack's red Caddy around some hazards while simultaneously shooting other obstacles out of the way. Fail, and you'll witness one of the game's rather gruesome death scenes.

The game looks great, with a comic-book style that offers a refreshing change from the rendered, high-tech look of most computer games. However, jerkiness in the controls makes the play frustrating. You can't save games, so you either finish what you start or quit. Worse, the "drive, drive, shoot, shoot, drive, drive" game play quickly becomes repetitive and tiresome.

So while Cadillacs and Dinosaurs may be a different sort of PC game, different doesn't necessarily equal fun.

—Christopher Lindquist

Wing Nuts

It's games like this that give full-motion video its mixed reputation.

Wing Nuts' near-full-screen video cut scenes—shot by Stargate Entertainment—look great. You see lush Alabama landscapes doubling for the World War I-era French countryside, realistic flying scenes, real explosions, and broadly acted plot development.

But this air-battle game is all fighting and no flying. Instead of controlling what you see, you merely move the cursor as your animated target swerves around the preset video background. (Use the mouse; the joystick just makes things more difficult.) Rocket Science's promotional material touts this lack of control as a feature, leaving it to "other headache causing flight simulation games so you can concentrate on the action and enjoy the sensation of flying."



Move the mouse over the bad guy and fire away, or blast the birthday present for a powerup.

Wing Nuts
Rocket Science
800-987-6253



Platform: DOS CD
Requires: 486, 8MB RAM, DOS 5.0, VGA, double-speed CD-ROM drive, Sound Blaster-compatible
List Price: $39.99

GAME PLAY:	★ ★ 1/2
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★

The game itself consists of two main elements. In the first, you move your crosshairs to target German planes, airships and ground targets. If the Kaiser's boys escape your fire, it's your turn to evade them by moving an Escape Icon and clicking the mouse button. The Escape Icon changes color to indicate whether you're headed in the right direction: click quick when it turns green to avoid damage and return to the attack.

Fortunately, Wing Nuts doesn't play it straight. Blast the comical Easter Eggs—flying cows, birthday presents, and first-aid kits—to gain powerups. When you complete all six levels, you can go back and play again with a new "wacky" voice track for the video segments.

The "cool" video, campy style, and goofy humor may appeal to youthful gamers, but I was left wishing the designers had concentrated on the game play instead of the video.

—Fredric Paul

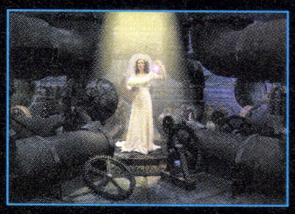
From the creators of the award winning game "Iron Helix"®

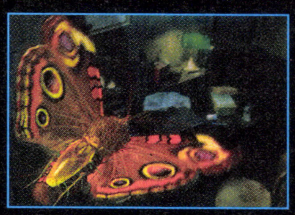
bad mojo™

JOURNEY INTO A LOST SOUL.

bad mojo™









YOUR JOURNEY BEGINS...

...inside a dark and gritty apartment building filled with perilous foes and challenging puzzles. You are a cockroach in a mysterious and provocative CD-ROM adventure where you explore the inner recesses of a dangerous world- a place where souls are lost or found.

Vast 3D environments, beautiful photo-realistic imagery, and over thirty-five minutes of live action video and animation will suck you into this spine-tingling story. For under every bed and in each darkened crevice lurks another eerie clue.

Bad Mojo takes you right there, but it's up to you to find the way back. What you discover may shock you... What you don't may kill you. Either way you won't come out the same person you were. You may not even come out as a person at all...

PRESENTED BY

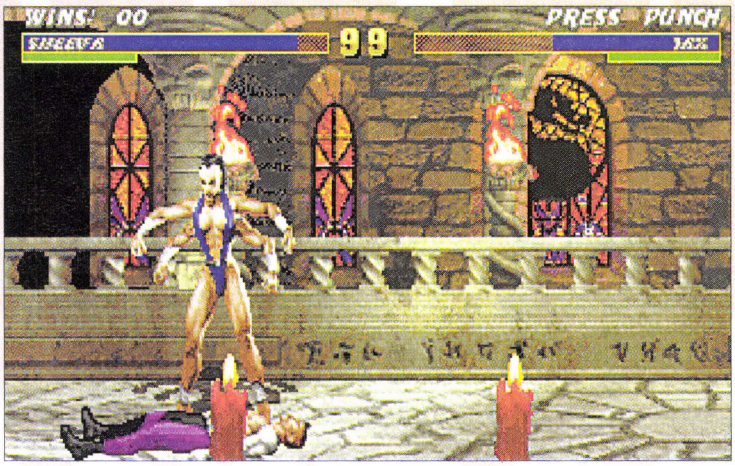
pulse ENTERTAINMENT

An interactive adventure for Windows® and Mac® CD-ROM.

for more information: call direct at **310.264.5579**

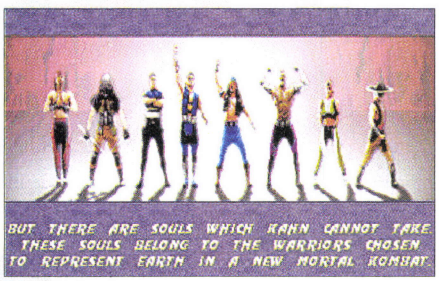
Mortal Kombat 3

By Andy Eddy



Mortal Kombat 3 steps to the PC with all its secrets, moves, and gore intact.

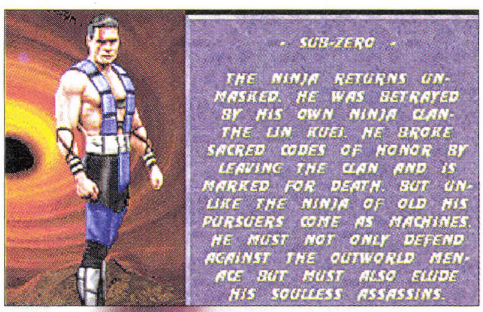
Williams' Mortal Kombat isn't just a game any longer, it's an institution. Since 1992, it's seen three separate versions, more than 9 million home games sold, a live traveling martial-arts show, and a movie that's done more than $100 million at the box office. In its spare time, the game spawned a formal game-rating system. And its momentum continues with the arrival of Mortal Kombat 3 for the PC from Williams and GT Interactive.



Join the Earth fighters to defeat Shao Kahn's minions.

Performance issues have kept arcade games such as MK from hitting it big on the PC. Now, new technology such as faster processors has bridged the gap between the PC and arcade games. The result for MK 3 is a version that matches the allure of the arcade version, and perhaps even surpasses it with its features and its flexibility.

MK3's attempt at a story goes as follows: The evil emperor Shao Kahn takes over Earth and joins it with Outworld, taking the souls of Earth's residents for his prize. The only souls left are those of the Earth fighters who will participate in the Mortal Kombat tournament and try to defeat Kahn's minions.



Many familiar characters return—but you'll find they're a little different.

There's a huge cast of characters, which includes new takes on previous Kombatants like Sub-Zero and Jax, brand-new fighters such as Nightwolf, Sheeva and Stryker, and a new boss character, Motaro. Each character has the normal Kombat moves at his or her disposal, including punches, kicks, jumping, ducking, and the like. However, much of your success depends on mastering the characters' various special moves—moves that can require much control-pad-and-button-press acrobatics to accomplish (Jax's back-breaker will make you grimace). As an added bonus, certain combinations performed after the computer says "Finish Him!" result in fatalities, such as skulls (with backbone attached) being ripped from the loser, or "babalities," which turn your opponent into a baby. Thankfully, the game is programmed with a variety of difficulty settings, from "Wuss" to "Yeah, Right!," so any player can go against the computer and have a chance to win.

Game play is enhanced by several new features and options as well. For example, Kombat Kodes have been added, which are a series of six symbols that can bring about a variety of effects. Among these are the ability to fight selected characters (like Motaro and Smoke) after a win, create handicaps or benefits to a player, or shut off the timed rounds and battle to the death.

One of the hottest features—and perhaps the one that should strike fear into network administrators everywhere—is the ability to play over a Novell IPX LAN. Take on individual opponents, or get a network-based tournament going for some real system-melting action.

All in all, the PC port of MK3 should make everyone involved proud. It doles out a heavy dose of cool animation, beefy sounds, and fast-paced fighting without batting an eyelash. In fact, as good as the dedicated gaming systems ports are, the PC version seems to surpass them, not falling prey to such shortcomings as missing features or CD access delays (like those that occur on the PlayStation). At the very least, MK3 is easily the champion of the PC fighting ring.

TIPS

- After 100 battles, you'll be taken to play a round of the old arcade game Galaga. Enter this Kombat Kode to go right there: Goro, ?, Yin Yang, ?, Goro, Kahn. Fire your lasers with the High Punch button.
- To fight Noob Saibot, one of the game's hidden characters, enter the Kombat Kode of Raiden, Goro, Skull, 3, ?, Yin Yang. The winner of that round will face him.
- If you're having trouble with the game, you can find help online in such newsgroups as comp.sys.ibm.pc.games.action, rec.games.video.arcade, alt.games.mk, and alt.games.mk.mk3.

Mortal Kombat 3



GT Interactive
800-610-4847

Platform: DOS CD
Requires: 486DX/33, 8MB RAM, MS-DOS 5.0, VGA, Sound Blaster-compatible, double-speed CD-ROM drive
Street Price: $55

GAME PLAY:	★★★★★
GETTING STARTED:	★★★★ 1/2
GRAPHICS:	★★★★ 1/2
SOUND CHECK:	★★★★
VALUE:	★★★★★

In what is perhaps the best translation for home play, MK3 shines with loads of hot fighting and secret stuff.

CONGO

THE MOVIE™

The Game Where *You* are the Endangered Species.



Communicate via satellite using the innovative Travicom workstation



Beware of deadly adversaries lurking in the caves of Zinj



Immerse yourself in stunning 3D graphics



Use futuristic high-tech weapons in your search for the legendary diamonds

CONGO: THE MOVIE™ Descent into Zinj. The adventure begins where the movie left off.

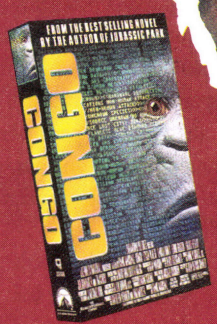
Get ready for this heart-stopping jungle adventure that drops you head-long into the heart of the African Congo. On this all-new expedition, you'll battle mutant adversaries with your high-tech weapons and solve mind-bending puzzles as you search for diamonds hidden deep within the Lost City of Zinj. An experience so real, you'll be lost in the jungle forever!

- First-person action-adventure experience.
- Dazzling special effects and cinematic 3D graphics.
- High-action sequences and a multitude of adversaries.
- Immerse yourself in over 100 puzzles and 100 locations.

For more information call (800) 469-2539 or visit your local software retailer.

Call (800) 771-3772 for information on Game ratings.

RATING PENDING RP ENTERTAINMENT SOFTWARE RATING BOARD



Also Coming November '95 on Videocassette

CONGO THE MOVIE TM & © 1995 Paramount Pictures. All Rights Reserved. Game design & software code © 1995 Viacom International Inc. All Rights Reserved.

VIACOM NEWMEDIA™

PC & MAC CD-ROM

Screamer

By Steve Klett



You can beat the best time, but not the marketing monster.



'Vettes are like cats—they always land on their feet.

Screamer
Virgin Interactive Entertainment
800-874-4607



Platform: DOS CD
Requires: 486DX2/66, 8MB RAM, DOS 5.0, VGA, Sound Blaster-compatible
List Price: $54.95-$64.95

GAME PLAY:	★ ★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★ 1/2

Screamer gives console drivers like Daytona and Ridge Racer a run for their money.

It's no secret that racing games have been all the rage in arcades and console game systems, but now they're showing up on the PC in droves as well. Screamer has just hit the track from Virgin Interactive Entertainment, and it's breathing easy at the front of the pack.

Plugged as a breakneck arcade racing game, Screamer lives up to its billing. There's no simulation here—just pedal-to-the-metal, adrenaline-pumping, sweat-inducing, curse-generating, no-holds-barred, winner-take-all driving. You can smash into walls, flip end over end, get pushed off the track, and shift from fifth to first at 300 mph without ever being knocked out of the race.

You compete against a field of nine other drivers on a six-track racing circuit. Initially you have access only to three short- to medium-length tracks and must enter the championship circuit to gain access to the others. Place in the top three in each race, and you'll keep advancing. Options such as time trials, plus slalom and cone courses, provide a change of venue. If you have access to a network, you and as many as seven of your buddies can face off; just don't look for modem or serial-line play, 'cause it ain't in there.

You get to choose from six high-performance automobiles, all modeled after real-life machines, including the Corvette, Porsche, Lamborghini, and Ferrari. Each car also has unique handling characteristics that may make it better suited to a certain track. For instance, while the Corvette is a good all-around beast, the Porsche is more nimble and thus a boon on the more twisty tracks.

You can play from a multitude of vantage points—behind the wheel, nose-cam, and behind the car—and they're all rendered in stunning Super VGA, if you've got a high-end Pentium machine with 12MB of RAM. If you're one of the masses who doesn't, Screamer is still not bad to look at in VGA mode. However, just don't make the mistake of taking a peek at the alpine track (which is simply gorgeous) on a friend's machine in Super VGA, or you'll feel cheated.

In either mode, you'll enjoy some striking visuals—reflections in car windows; airliners, helicopters, and elevated trains passing overhead; and cones and gates that you can plow through. The nighttime track is particularly cool with its carnival backdrop, streetlights, and working headlights on the cars.

Screamer also scores some major points by being quite playable using only the keyboard, which you can customize to fit your playing preferences. However, this may be the first game—other than perhaps Papyrus' IndyCar II—to warrant the purchase of one of the PC driving peripherals such as the Formula series from ThrustMaster, which consist of a realistic steering wheel, mock gear shift, and brake and gas pedals. Such a device may not impress your date, but it will increase the game's fun factor immeasurably.

Speedwise, Screamer, well, screams. The animation in both resolution modes is excellent, and the game conveys a sense of raw speed better than other drivers such as Electronic Arts' The Need For Speed and Psygnosis' new Destruction Derby (see review, page 66). However, the prerelease version we tested was plagued with some minor glitches, including graphics problems that made cars run through each other or tunnel walls. Virgin was reportedly working on fixes for the final release.

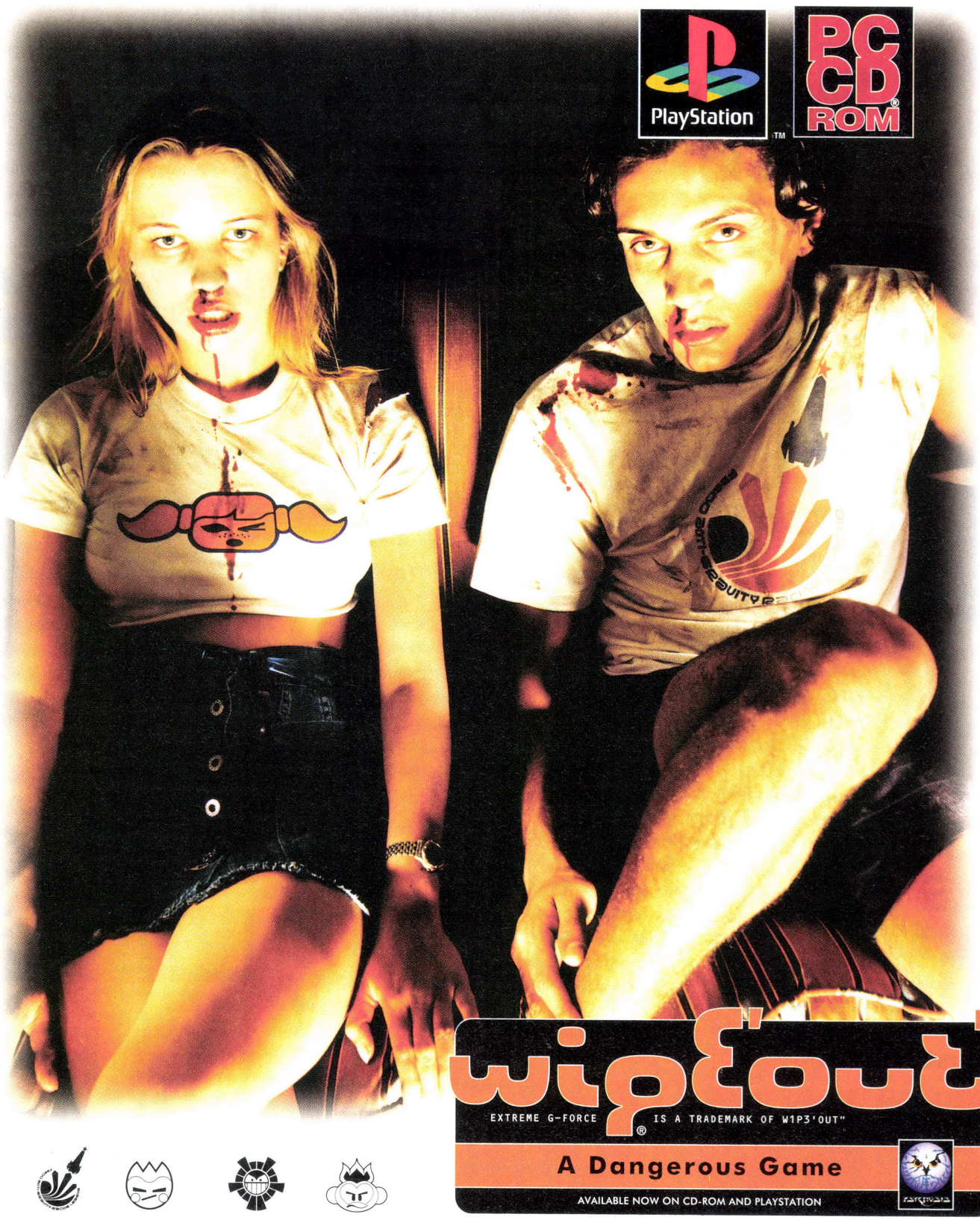
Screamer is aces in the sound department. A rockin' soundtrack overlays the action with an annoying yet perceptive announcer who actually makes comments based on your performance (you can turn him off). Different engine sounds for each car would have been nice, however.

Don't let that stop you. Awesome visuals coupled with blazing performance make Screamer the pick of the litter for PC drivers.

TIPS



• Experiment with each car on each of the first three tracks before entering the championship. • Nudge opponents into walls during turns. Also, applying the brakes unexpectedly is a good way to rid yourself of tailgaters. • You won't be able to get far if you can't drive a stick. Remember to take your foot (or finger) off the gas when downshifting, however. • Never give up, 'cuz you're always in the race!



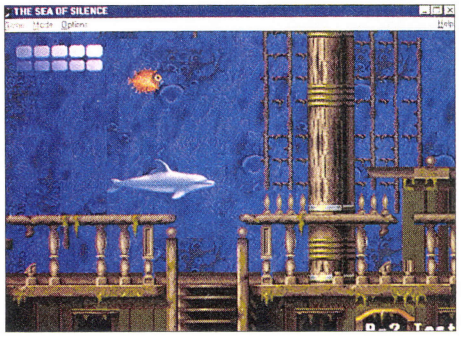
"This is the single best racing game ever" - Game Players 96%
"More flash and substance than most games were ever meant to have" - Next Generation 5/5
"Best home racing game ever" - Die Hard Game Fan 93%
"Will leave you drenched in sweat and grinning" - Game Pro
"The best reason to own a Playstation" - Ultimate Gamer 9/10

KIDS TO ADULTS
AGES 6+

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. WipeOut™ is a trademark of Psygnosis Limited. © 1995 Psygnosis. © 1995 Sony Electronic Publishing Company.

Sega Finally Goes PC

By Andy Eddy



Ecco swims to the PC in fine form, but don't look for anything new.

Hoping to garner a slice of the considerable PC gaming market, the venerable set-top giant Sega of America has ported a few of its Genesis/Sega CD hits over to the PC in the form of easy-to-install Windows 3.1 and Win 95 games. Comix Zone, Ecco the Dolphin, and Tomcat Alley spearhead Sega's PC lineup, with the ultra-popular Sonic the Hedgehog expected to appear on Windows 95 early this year. How do these titles hold up on today's powerful PCs? In some cases, not too badly.

Comix Zone
Ecco the Dolphin
Tomcat Alley
Sega
800-872-7342

Platform: Win CD
Requires: Pentium 60, 8MB RAM, Windows 3.1 or later, Super VGA, double-speed CD-ROM drive, Sound Blaster 16-compatible
List Price: $39.95

Comix Zone

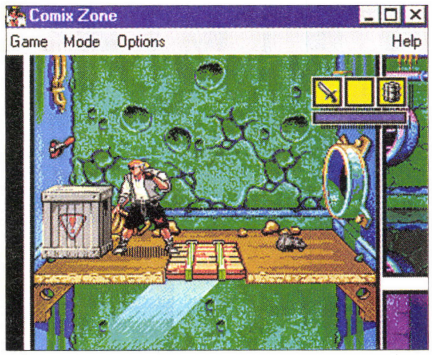
In Comix Zone, comic-artist Sketch Turner is tossed into his own dangerous world by the evil Mortus. Mortus takes over the pen-and-ink, scrawling in new threats to Sketch as he cruises his new haunt. Successfully guide Sketch through three episodes, each made up of two comic "pages," and he'll be back behind the safety of his drawing board.

Though sporting the overused run-and-punch motif, Comix Zone takes a different tack by building the play field from the frames of a comic. As Sketch overcomes the obstacles and puzzles in each cell, he'll be prompted to move on, often with more than one route choice. While this offers some variety, the lack of a save-game feature means you'll be covering the same territory over and over.

Sketch's limited selection of moves makes things even worse. Sure, he can punch, kick and pull off various combos, but they all depend on small controller variations and fire-button aerobics. Special items, like a single-throw knife or grenade, don't show up often. Even the vividly colored graphics can't save the game from its design shortcomings. Sadly, what starts as an entertaining premise becomes an exercise in tedium and redundancy.

GAME PLAY:	★★
GETTING STARTED:	★★★★★
GRAPHICS:	★★★★1/2
SOUND CHECK:	★★★★
VALUE:	★★★1/2

Comix Zone features a unique premise, but game play just doesn't hold up.



Ingenuity rules! Stand on this explosive crate to flip the trap door lever, then drop the crate to eliminate the hazard below.

Ecco the Dolphin

Ecco the Dolphin's fluid movements through the water, resplendent graphics, and New Age music made for a mesmerizing experience when it debuted in cartridge form five years ago. Wrapped around Ecco's silky swimming were challenging puzzles and powerful enemies spread across 30 levels of game play. While primarily a multiscrolling action game, Ecco was unique in that it offered a character that didn't rely on martial arts for defense.

Ecco fans will be happy to know that the blend of a tranquil environment and edge-of-the-seat action has not been diminished in its port to the PC. However, it hasn't been enhanced either. If you've played the original, you won't find anything new here. On the other hand, if Ecco is uncharted territory to you, check it out.

GAME PLAY:	★★★★1/2
GETTING STARTED:	★★★★★
GRAPHICS:	★★★★1/2
SOUND CHECK:	★★★★
VALUE:	★★★★1/2

Ecco was a groundbreaking design using an untraditional character. There's nothing new if you've played it before, but put it on your list if you haven't.

Tomcat Alley

Unlike Ecco and Comix Zone, which started as Genesis cartridges, Tomcat Alley first appeared on the Sega CD platform. Its use of full-motion video to tie in the game's interactive segments made it more of a cinematic experience than a game.

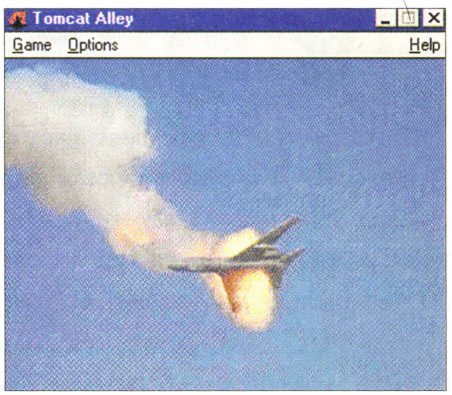
But the Sega CD's limited palette of colors made it a poor full-motion video platform, which is why Tomcat Alley has become more enjoyable by its trip to the PC. The video is much cleaner, and the voices sync with the actors onscreen—even at full-screen resolution. A negative, though a minor one, is that the audio volume fluctuates substantially during the course of play.

GAME PLAY:	★★★
GETTING STARTED:	★★★★★
GRAPHICS:	★★★★
SOUND CHECK:	★★★
VALUE:	★★★

Tomcat Alley is a test of your coordination, but you'll soon tire of the limited interactivity and repetitive video clips.

Game play remains true to the original. You spend a lot of time watching repetitive video and not enough time *involved*. The missions are pretty much limited to chasing a target around the screen with your cursor in an effort to get a "lock-on." It's a test of your coordination, but its seven missions don't have a high replay value.

Interaction in Tomcat Alley involves locking on a target and firing the right kind of missile.



"A Challenging Video Puzzle Game That's Sure To Get Under Your Skin!"





- family entertainment - anyone can play
- challenging puzzles and mazes require creative solutions
- exciting music and special effects add to the enjoyment of the game
- colorful characters and excellent graphics add to the fun
- 50 levels present hours of enjoyable play
- skip levels without finishing if you're stuck
- special weapon melts the Mites and gets them out of your way

Mimi & the MITES™

Mimi is a challenging video puzzle game for the whole family!

Guide Mimi through 50 levels, each one more exciting and challenging than the last, and help Mimi get to her goal! There are special objects to help Mimi travel through levels and platforms that quickly move her from one place on the screen to another. Mimi must avoid touching the Mites. She can either stomp them, shoot them with her special weapon, splat them or freeze them to move past them.

These little blue guys can be pretty hard to get around, but every puzzle in Mimi & The Mites has a solution...and it's up to you to find it!

Mimi & The Mites will get under your skin!

URC
UNOBSTRUCTED REASON CORPORATION™







FormGen
INCORPORATED
7641 East Gray Road, Scottsdale, Arizona 85260
(602) 443-4109 • (800) 263-2390

The World of PC Pinball

By Joy J. Ma

Pinball games for the PC made a terrific comeback at the end of '95, with several new titles from traditional pin-sim makers like 21st Century and entrants from the big boys at Virgin Interactive, Sierra On-Line, and Electronic Arts. It's a pinball fantasy come true.

3-D Ultra Pinball

The typical PC pinball game's scrolling table can make it difficult to gauge where the ball is going—not to mention causing a severe case of motion sickness.

However, Sierra's 3-D Ultra Pinball makes dizziness a thing of the past, with a design that takes screen limitations into account and uses a horizontal table rather than a vertical one. Voila! You see the entire table at one time.



3-D Ultra Pinball
Sierra On-Line
800-757-7707

Platform: Win/Win 95 CD
Requires: 486, 8MB RAM, Windows 3.1 or later, 256-color VGA, double-speed CD-ROM drive
List Price: $49.95

GAME PLAY:	★ ★ ★ ★ 1/2
GETTING STARTED:	★ ★ ★ ★ 1/2
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★ 1/2
VALUE:	★ ★ ★ ★ 1/2

3-D Ultra Pinball is a true computer pinball game, not a sim of a stand-up model.

The top-notch graphics are based on objects from the space simulation game Outpost (though they are not rendered as finely as the close-up tables of Pinball Illusions). Each table uses six flippers to send the silver ball spinning. Can't hit the bonus? You can get expert help online.

The game's three tables get progressively harder, and hitting the correct sequence of shots will warp you between the tables and rain multiple balls all over the place. Numerous animations spruce up the action with items such as spaceships blasting off and armored cars rising slowly from underground silos.

Ultra Pinball has a great feel with grand music and special effects similar to a space adventure shooter. Try it; you'll like it.



3-D Ultra Pinball eliminates vertigo by designing tables that use the full screen.

Pinball Mania For Windows
21st Century
716-872-1200

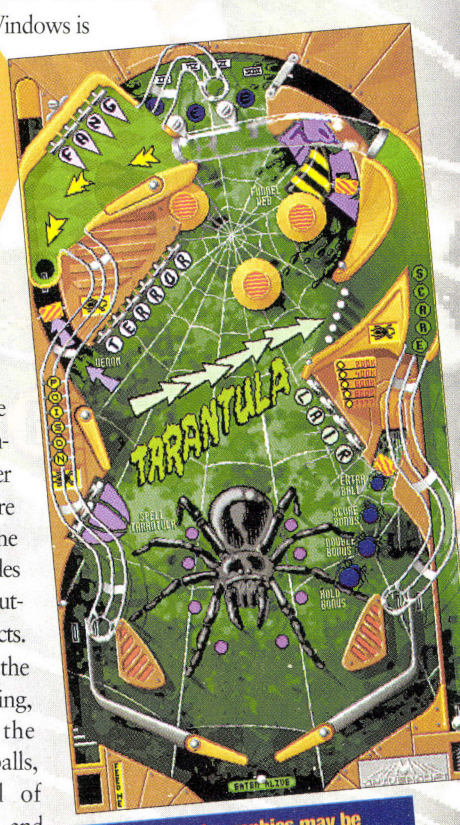
Platform: DOS/Win CD
Requires: 386/33, 3.5MB RAM, MS-DOS 3.3 or higher, Super VGA
List Price: $49.95

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★
SOUND CHECK:	★ ★ ★ 1/2
VALUE:	★ ★ ★ 1/2

The fun of Pinball Fantasies comes to Windows.

Pinball Mania for Windows

Pinball Mania for Windows is a Windows port of a great game we reviewed last August, Pinball Fantasies Deluxe (page 71). Pinball Mania features four of the original tables: Tarantula, Jackpot, Jailbreak, and Kickoff.



Pinball Mania's graphics may be ho-hum, but its game play is superb.

The graphics are simple and crisp, reminiscent of the older days of pinball where game play was the game and the tables were plain and uncluttered by special effects. You can customize the game to your liking, adjusting the number of balls, music, level of color display, and table angle. You can also reduce the display size to fit the entire table on the screen for critical shots.

But perhaps the best aspect of Pinball Mania is its high-scoring games. My favorite, Jackpot, rakes in lots of green—the average game totals about 50 million dollars (or points). The scrolling table is smooth and easy to follow, but look out for that motion sickness if you pick the fast-scroll mode.

Pinball Mania is a solid pinball game with crisp graphics and flexibility. It also demonstrates that a well-designed game can have long-lasting appeal.

Pinball Illusions

Pinball Illusions is an arcade flipper with high production values. The Super VGA graphics are crisp, detailed, and beautiful, and its four tables offer a wealth of fantasy plays. For example, Law 'n' Justice forces you to target special areas to show off your flipper expertise. Babewatch challenges you to be the cool dude and get an extra ball by collecting the dude accessories—such as sunglasses and a baseball cap. And if you want one billion points, shoot for the Babe Hunt mode, in which you must get the ball to the top lock four times in a row, simulating—you guessed it—chatting-up four babes.



Pinball Illusions
21st Century
716-872-1200

Platform: DOS CD
Requires: 386/33, 3.5MB RAM, MS-DOS 3.3, VGA, Sound Blaster-compatible
List Price: $49.95

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★ ★ ★

Great graphics and humor make this a total arcade experience.



Pinball Illusions brings high-production values and humor to the table.

As with Pinball Mania, you can choose options to suit your comfort level. For instance, you can adjust the table angle and scrolling speed. Finally, for those million-point shots, you can reduce the size of the table to fit the screen.

Couple cool tunes with awesome graphics and Pinball Illusions pulls ahead of the pack. It is a fine addition to the popular Dreams-Fantasies-Illusion series.

PREVIEW!

Extreme Pinball And Hyper 3-D Pinball

To round things out, we tested pre-release versions of a pair of pins from Virgin Interactive and Electronic Arts. Both companies look like they have winners on their hands.

Electronic Arts' Extreme Pinball turns out to be quite a roller coaster. High-powered techno music pulsates through the game's four tables (Medieval Knights, Monkey Mayhem, Rock Makers, and Urban Chaos), giving it a real arcade feel.

Designed by the same people who gave us Epic Pinball, the tables are packed with action. Obscure storylines give character to the various tables. For example, Urban Chaos is a challenging table littered with a courthouse, riot lights, jail, and even a suburb. Meanwhile, Monkey Mayhem is a garishly colorful pink table where you are Binford T. Dremmel, who has accidentally crashed into Monkey Planet.

The scrolling action is very smooth and minimizes the dizziness experienced by most pinball players. A word of warning: the drain is huge. If you miss the ball with the top flippers, chances are the silver orb is gone.

Extreme Pinball
Electronic Arts
800-245-4525

Available: Now

Hyper 3-D Pinball from Virgin features six tables of top-notch pin-ball action. You can select from three different screen resolutions—from 320-by-200 to 800-by-600—and view the table as a 3-D scroller, top-down 2-D scroller, or 3-D full-screen, depending on your preferences.

Hyper 3-D Pinball
Virgin Interactive Entertainment
800-874-4607

Available: Now

Great sound gets your heart pumping and fast action keeps your fingers flipping as you try to keep out of the drain and in the high-scoring parts of the tables.



Urban Chaos simulates an action-packed cityscape in Extreme Pinball.



Hyper 3-D Pinball's fast tables and good sound make for a fine pinball experience.

Alien Odyssey

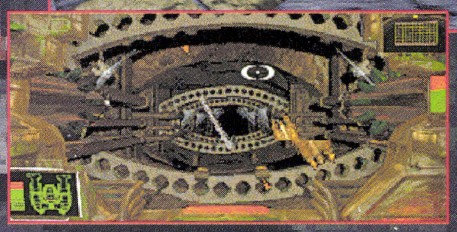
By Bill Meyer



Speeder bike combat highlights Alien Odyssey's first action segment.



Doorways often provide good protection from Dak lasers.



Race down a Dak mine shaft to liberate the enslaved Yuma in one of three arcade sequences.

Alien Odyssey
Philips Media Games
800-340-7888

Developer: Argonaut Software
Platform: DOS CD
Requires: 486DX2/66, 8MB RAM, DOS 5.0, VGA
List Price: $49.99

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ 1/2
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★

Alien Odyssey may not get as much hype as some games, but don't overlook it.

With so many hyped games promising everything but world peace and a cure to global hunger, it's nice to find a game that actually surpasses your expectations. Alien Odyssey should be one of the real sleepers of 1996 with its strong mix of action, adventure, and a little bit of attitude.

This buddy adventure unites your character, Psaph, with an alien named Gaan against an evil race of half alien/half machines called the Dak. In a cruel twist of fate, you are forced to join Gaan and his Yuma tribe against the Dak after your research ship crash-lands on their uncharted home planet.

After an arcade sequence in which you and Gaan escape the Dak on speeder bikes, you are sent on three other missions, two of which are action/adventure style in the vein of Origin's BioForge and Electronic Arts' Fade to Black; the third puts you back in a ship for some shooting action. The action/adventure segments are the game's strongest. While Psaph is not as detailed as the characters in BioForge, the game's constantly shifting camera angles are truly impressive, accentuating the vastness and variety of the numerous locations. Also, beyond slick high-res cut scenes at the end of each mission, Alien Odyssey features well-integrated rendered sequences throughout the game to dramatize specific actions, such as Psaph descending a fallen gantry.

In addition, puzzles on the second and fourth levels are long and fairly complex. Each level contains four maze-like floors ripe with lethal floor fans, burning slime, light sensors that activate wall-mounted guns and lasers, deadly probes called Incapacitators, as well as doors that open via cryptic computer terminals and audio-based security keys. Of course, each location is also crawling with Dak Staff Workers, Maintenance Droids, Soldiers, Centurions, and a final powerful Base Leader. Beyond the smaller puzzles, each level has an overall objective that is only briefly explained, such as blowing up the Dak Comms Bunker by destroying its reactor. Luckily, the computer terminals can give you a variety of clues, although all their information is written in Dak.

The game's arcade sequences are worthwhile in the context of the whole game, but they're simplistic in comparison with the action/adventure portions. Nonetheless, they are graphically exciting and challenging, especially on the game's expert level, and Dak speeder bike crashes into trees and boulders are certainly a sight to behold. Also, unlike the "stuck on a rail" feel in the speeder bike sequences, the third level lets you rotate your craft to avoid obstacles in a mine shaft. Even so, unless you are an avid action fan, the arcade sequences do little more than supply a change of pace.

Alien Odyssey also features lengthy cut scenes that move the plot along nicely. The story itself is not particularly involving, but the cinematics' strong graphics, music, and voices will impress you. Finally, Argonaut deserves notice for giving the game an edge. The various high-res death scenes will surprise you with their graphic nature. Step into a fan, and it dismembers you and sends your head flying. Also, Psaph often swears and laughs fiendishly as he offs Dak. Wait too long without touching the controls, and Psaph may strike a pose or scratch the family jewels.

Sure, Psaph and the Dak could be more detailed, and Psaph is somewhat difficult to control. And for some advanced players, the game may prove a bit short. Just the same, Alien Odyssey is a trip worth taking.

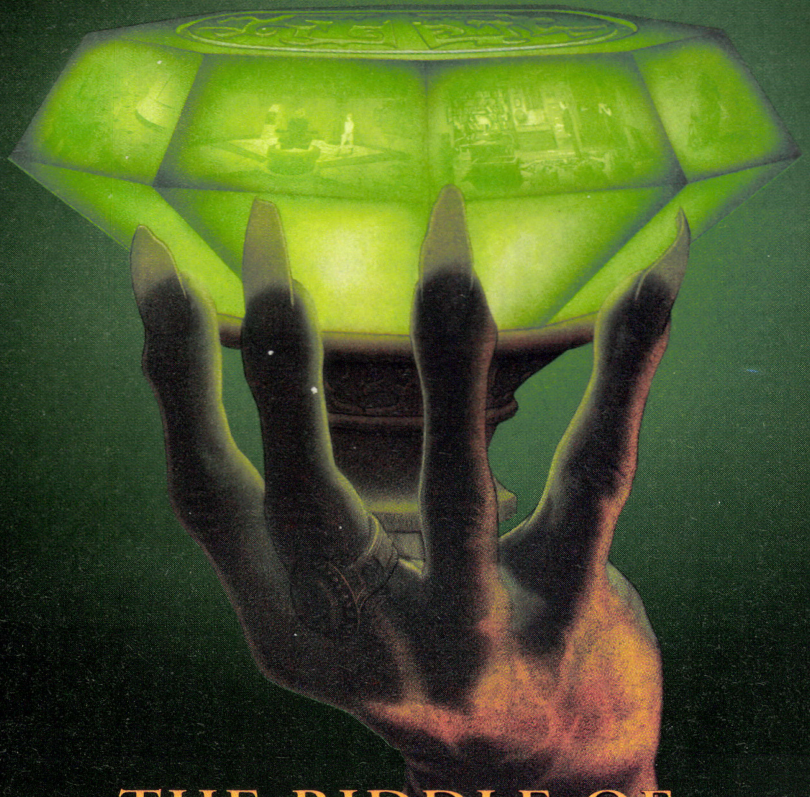
TIPS



- On the speeder bike level, you can shoot and destroy grenades thrown by Daks while they are still in the air.
- Do not try to target Dak speeder bikes weaving radically through the trees. Keep your gun centered and keep shooting. They'll weave back into your line of fire.
- While in the Dak bases, enter rooms firing and use the doorway as protection. You can often pick off Dak soldiers before they see you. Also, fire at Dak soldiers off-screen in large rooms and sidestep to avoid return fire.
- Never shoot at Incapacitators.
- Audio Keys work by collecting sound cartridges that repeat each security door's tone or set of tones in the right order.
- Keep an eye out for round green and yellow disks on walls. Shoot them to release a yellow energy force for a power-up.
- Computer terminal screens feature red and blue hot spots on the floor maps for activating or deactivating base equipment.

Ripley's Believe It or Not!

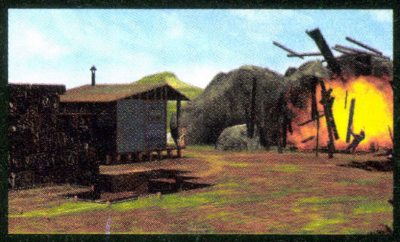
A two thousand year old mystery riddled with danger.











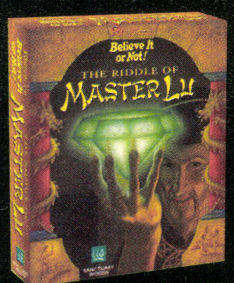
THE RIDDLE OF MASTER LU™

Can you unravel it... or will it unravel you?

Are you part detective, part thrill-seeking adventurer? You'd better be! Join Robert Ripley, famed explorer and collector of the bizarre, and solve one of the most intriguing true-life mysteries of the ancient world.

Thrust into the year 1936, you uncover a secret plot to rule the world using an age-old talisman of mystic power. Now, it's up to you to stop the sinister plan of an evil nemesis. But time is running out! Race to exotic locations, gathering clues to unlock a 2,000 year old riddle. Defy diabolical death traps and solve mystifying puzzles! Can you survive up to 60 hours of incredible globe hopping adventure packed with intrigue and danger?

Explore more than 200 breathtaking and historically detailed environments. Interact with over 40 live video characters. Super VGA graphics, a richly textured soundtrack, and breakthrough technology deliver captivating realism like never before... *Believe It or Not!*® Don't miss out on the adventure of a lifetime! Take the challenge of this revolutionary gaming experience home!



Available for PC CD-ROM.
Coming soon for Macintosh.

Visit us on-line @ http://www.sanctuary.com and find out how you can get a demo of The Riddle of Master Lu

"...one of those seemingly rare adventure games that manages to merge both graphics and story..." – *Strategy Plus*

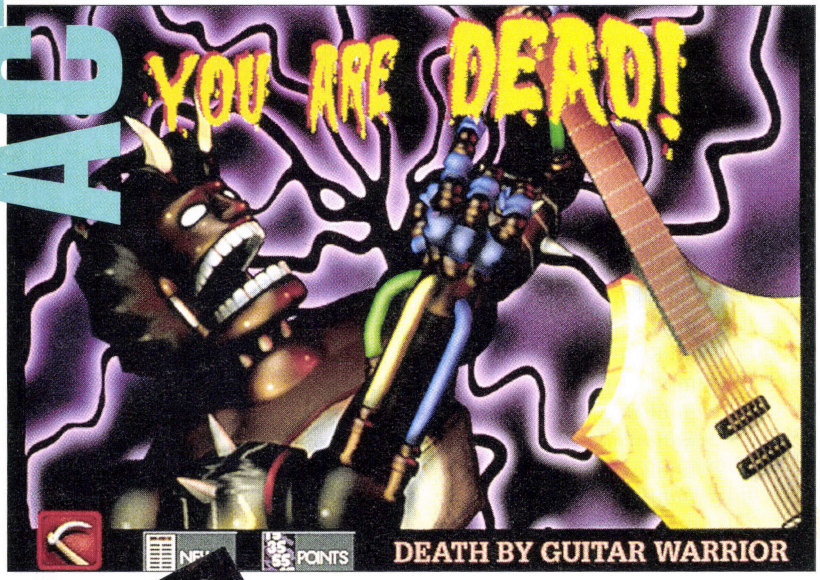
"Exotic locales, cliff-hanging situations, fast-paced story-telling, fascinating characters, diabolical puzzles. The Riddle of Master Lu seems to have it all." – *PC Gamer*

SANCTUARY WOODS®

Ripley's and Believe It or Not! are registered trademarks of Ripley Entertainment, Inc. Sanctuary Woods is a registered trademark and The Riddle of Master Lu and the Sanctuary Woods tree logo are trademarks of Sanctuary Woods Multimedia ©1995 Sanctuary Woods Multimedia.

Total Distortion

By Christopher Lindquist



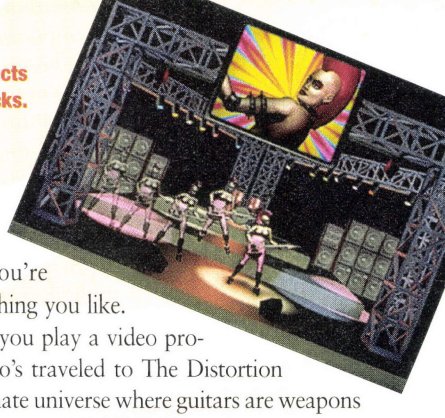
Ouch! Looks like you missed some notes against the Guitar Warrior.



The Video Sequencer is your key to wealth, fame—and fun.

The world of Total Distortion is packed with music, mayhem, and—just maybe—your ticket to fabulous wealth and interdimensional fame. This over-the-top rock and roll game, originally scheduled to ship before Christmas—of 1993—has finally arrived with guitars blazing. (For a detailed look at the game, see our Guided Tour in the April 1995 issue, page 46.)

First things first. If you're one of those types who think music videos are turning the nation's collective mind to mush, stop reading; Total Distortion isn't for you. But if you love music—anything from 1990's pop to crashing grunge to pure punk—you're going to hear something you like.



Capture cool new acts to earn the big bucks.

In Total Distortion, you play a video producer wanna-be who's traveled to The Distortion Dimension, an alternate universe where guitars are weapons and music isn't just a way of life, it *is* life.

Your goal? Get video footage of the Dimension's various stars, including the morbid Edgar Death and the punk temptress Betty Pink, then turn it into music videos. Sell enough of them to producers back on Alternate Earth, and you'll earn the dough to keep yourself in food and energy, and maybe even collect enough to make it home.

To make the videos, you must become proficient with the Total Distortion Video Sequencer. Luckily, this is fairly simple—and fun. You decide how many scenes to put in your video, select the music and sound effects, and then select sets of background, foreground, and middleground images from the dozens of possibilities. As you progress through the game, you can videotape more scenes and add them to your database, resulting in hundreds of possible clips to mix and match.

Be prepared to mix them well if you want to sell anything. The three video producers—Hans Krager, Yuji Dude, and Stevie Groovie—each like certain elements in a video (for example, Stevie loves San Francisco). Match their tastes, and they'll offer you some cash. You can even make some quick spending money just by using the few dozen clips and songs you brought with you from Alternate Earth. But if you really want to make serious cash, you've got to leave the comfort of your Personal Media Tower and head out into the Dimension to find some fresh material.

You navigate the 3-D world of the Dimension, battling Guitar Warriors and trying to solve the numerous puzzles—such as a Concentration-style door lock—that threaten to impede your efforts. All the while, you need to keep an eye on your energy levels and recharge them with an occasional nap or bite to eat.

Hard-core adventure game fans should be warned, however: Total Distortion plays best when approached as an adult "Living Books"-type exploration experience rather than a straight adventure game. There's tons to investigate here, from dozens of books in the library, to the media tower's wacked-out features (the sandwich bar is outstanding), to the Halls of Distortion themselves. For pure game players, however, the disjointed and sometimes arbitrary puzzles and action games can prove frustrating. Also, the game's performance is only adequate, especially on machines with only 8MB of RAM, where slowdowns and delays are common.

Still, you'll find something original around every corner. The game looks great, with fantastic, fanciful backdrops and characters. The sound is even better, with dozens of imaginative sound effects and tons of tunes. While Total Distortion may not succeed as an adventure game, it's still a weird, wonderful, and sonically superb place to play.

Total Distortion
Electronic Arts
800-245-4525



Developer: Pop Rocket
Platform: Win CD, Mac CD
Requires: 486SX/33, 8MB RAM, Windows 3.1, Super VGA, double-speed CD-ROM drive, Sound Blaster-compatible
List Price: $64.95

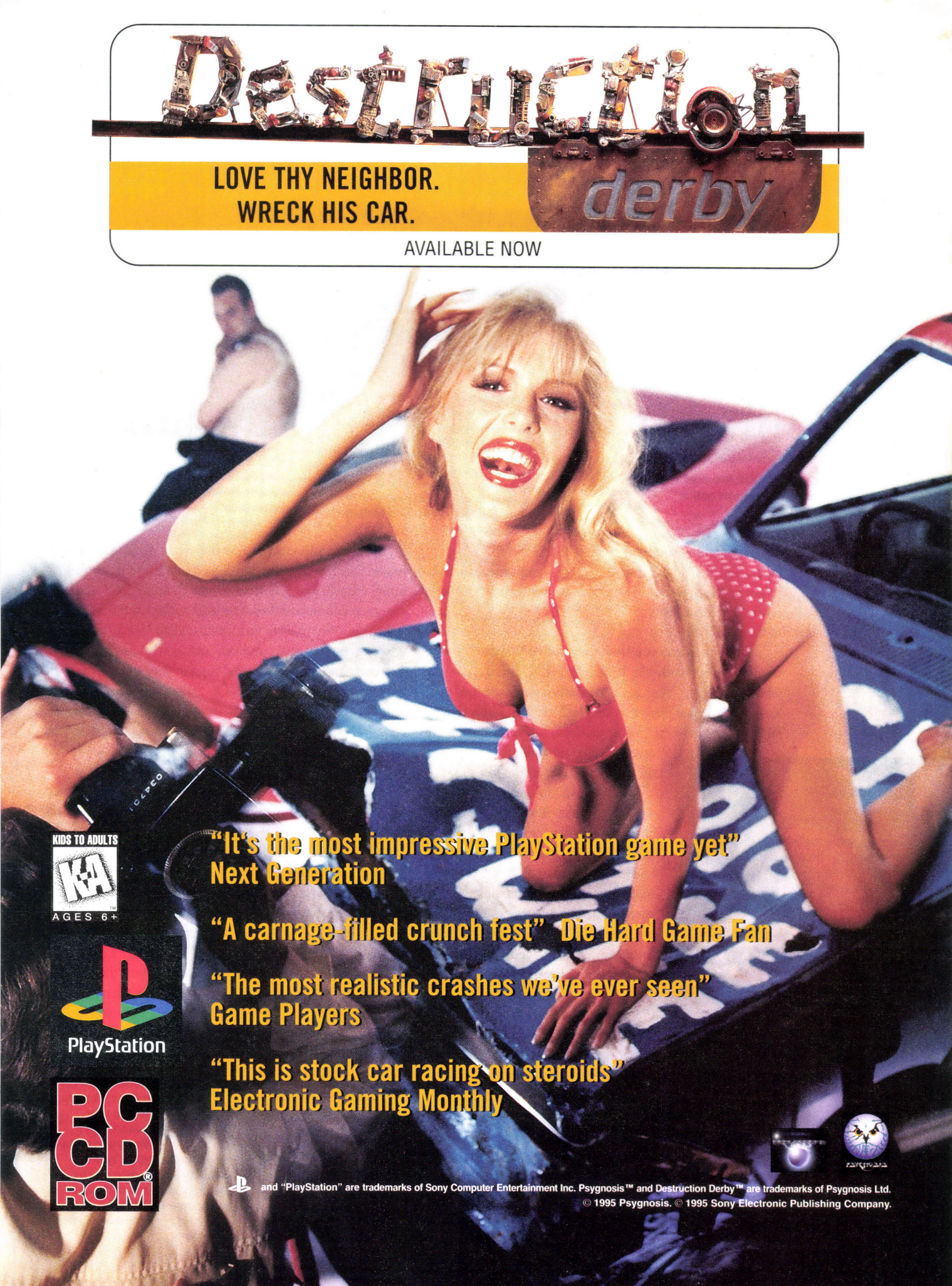
GAME PLAY:	★ ★ 1/2
GETTING STARTED:	★ ★ ★ 1/2
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★ ★
VALUE:	★ ★ ★ 1/2

Traditional adventure gamers may cringe, but great music, good looks, and tons to explore make Total Distortion worthwhile.

TIPS



- **Pack a lunch before you leave the Media Tower. Heck, pack two or three. And don't forget to bring something to drink, too.**
- **Certain drinks provide extra health benefits. Latte, anyone?**
- **They say staring at a fish tank can help reduce stress.**
- **The default video length won't win you any big contracts. Aim higher.**
- **Take a look in the library for info on what the various producers really like in a video.**
- **The Video Halls got you down? Perhaps a happy video will help.**

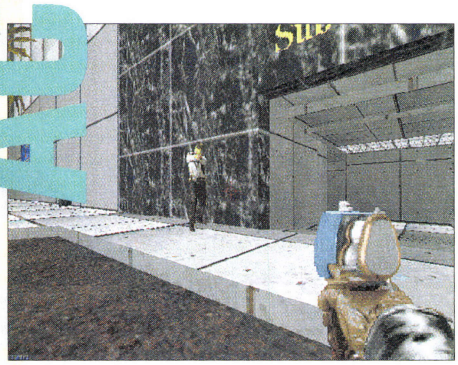

Destruction derby
LOVE THY NEIGHBOR.
WRECK HIS CAR.
AVAILABLE NOW
KIDS TO ADULTS
K-A
AGES 6+
PlayStation
PC CD ROM
"It's the most impressive PlayStation game yet" Next Generation
"A carnage-filled crunch fest" Die Hard Game Fan
"The most realistic crashes we've ever seen" Game Players
"This is stock car racing on steroids" Electronic Gaming Monthly
and "PlayStation" are trademarks of Sony Computer Entertainment Inc. Psygnosis™ and Destruction Derby™ are trademarks of Psygnosis Ltd.
© 1995 Psygnosis. © 1995 Sony Electronic Publishing Company.

TekWar

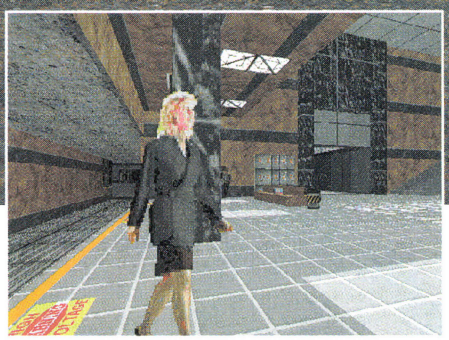
By Shane Mooney



Wander the streets of sunny 21st century L.A., where TekLord henchmen hide around every corner.



Pull out your weapon, and innocent bystanders cower in fear and police become aggressive.



Don't worry about civilians as long as they don't set off any alarms; they usually just serve as an occasional distraction.

Apparently, some people feel that—like money, good looks, and free conventional memory—you can never have too many first-person Doom clones. Unfortunately, despite a few new tricks, Capstone's TekWar will likely give you a case of the been there-done thats.

TekWar comes to you from the mind of William Shatner, creator of the Tek novels, Tek comic books, and the *Tek War* television series. You are a cop who's been framed and has spent the last five years in The Freezer, an affectionate label for the orbiting prison platform where criminals are cryogenically rehabilitated. (Hmmm, didn't Sly star in a movie like this?)

Tekwar
Capstone
800-468-7226



Platform: DOS CD
Requires: 486/50, 8MB RAM, MS-DOS 5.0, VGA, double-speed CD-ROM drive
List Price: $69.99

GAME PLAY:	★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★

Despite some clever touches, Shatner's Doom clone makes you feel like you've seen it all before.

The head of the Cosmos Detective Agency, Walter Bascom (played by Shatner), gets you a special parole to help him stop a scheme by the TekLords to hook all of L.A. on Tek—the most psychoactive mind-alterant ever devised. You must track down the seven TekLords, get a special key from each one, and use those keys to gain access to the Tek stronghold.

If you liked Doom except for all that violence, then TekWar is your type of enterprise. This game actually encourages you not to kill everyone in sight. Successfully complete a mission without shooting any civilians and you're treated to a short video clip of Captain Kirk... er...Bascom commending you on a job well done. Slaughter too many innocents, however, and Bascom will rant and rave and threaten to put you back on ice. (Don't worry, rocket launchers and flame-throwers are thrown in for the hopelessly hell-bent.)

TekWar's 3-D engine (licensed from Terminal Velocity maker 3D Realms) lets you look up and down as well as jump, crouch, and run. You wander in Super VGA through the seven boroughs of Los Angeles, hunting for the individual TekLords. Nice touches include inanimate objects that show effects when you shoot at them, such as shattering windows. You can also ride subways and buses in your quest, as well as explore complex buildings. Of course, those ever-elusive ammo packs and medical kits are scattered about like Easter eggs. Network play is included for up to 16 people, as well as head-to-head modem play.

So much for the good stuff.

As far as computer games go, TekWar is pretty bad, and as far as Doom clones go, it's really bad. The graphics are great, but the civilians who glide aimlessly around the streets are mostly window dressing—except when you pull out your gun, when all Hell breaks loose. Women scream. Men cower in fear pleading with you not to shoot them. Police pull out their guns and order you to drop your weapon. But all you have to do to stop the insanity is put your gun away and everyone immediately goes back to normal—like you're no longer a threat.

Capstone appears to have forgotten it was the wanton slaughter that made Doom so popular, as well as the eerie music and feeling that death awaited you around every corner. But TekWar punishes you for wasting every poor schmuck unfortunate enough to step in your crosshairs. The music is uninspired, and the only feelings of doom are those of having wasted $40. It speaks volumes about a game when the best thing about it is William Shatner's acting.

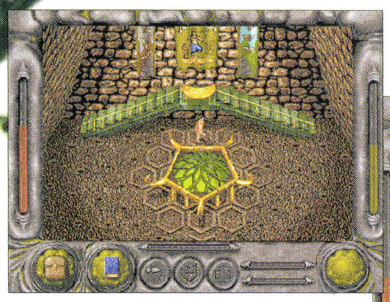
CHEATS

- **If you have a problem with the police telling you to drop your weapon every-time you want to take care of a baddie, type NOGUARD during game play to turn them off. If you really want it easy, type NOENEMIES.**

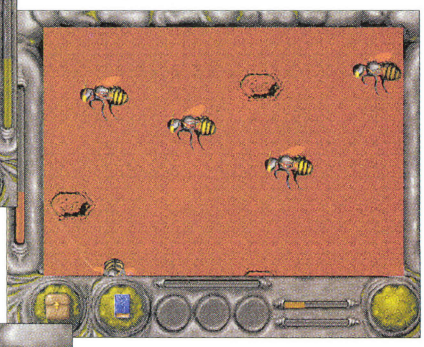

select snip
USA
ANDERSON
AGE 21
EAGLE
2 THRUST
3 MASS
7 V MAX
5 SHIELD
CALL US CRAZY,
BUT CYBERSPEED MAY BE A LITTLE TOO FAST FOR SOME PEOPLE.
SHIELD
GRAB ONE! GET ONE FREE!
KIDS TO ADULTS
AGES 6+
BUY THIS PRODUCT, GET A MINDSCAPE PRODUCT FREE. SEE YOUR LOCAL RETAILER FOR DETAILS.
© 1995 Mindscape, Inc. Mindscape is a registered trademark, its logo and CyberSpeed are trademarks of Mindscape, Inc. All rights reserved.
CyberSpeed™
SPEED. WEAPONS. FUN.
MINDSCAPE®

Entomorph: Plague of The Darkfall

By Steve Klett



This shrine is home to one of the game's toughest riddles.



You won't always be walking.



Be sure to talk with the bee-bearded guy—but don't stand too close.

It's strange. Bugs. Insects. Arachnids. Seems they're turning up in more and more games. Stranger still, I like it.

Entomorph: Plague of the Darkfall is the latest title that seems in need of an exterminator. A malevolent plague known as the Darkfall blankets Strategic Simulations' fantasy world of Aden, and this blight is spawning some horrific offspring—deadly bugs of all colors, shapes, and sizes run rampant, threatening to destroy every living thing.

You, a young fistfighter called Squire Warrick, journey to the mysterious island of Phoros in search of your missing sister. There, you discover the inhabitants of the village of Kyan are being transformed into giant insects by the Darkfall. Your worst nightmares come true when you realize that you are also infected with the bizarre plague. You must race against the clock to find the cause of the Darkfall and stop it before your transformation is complete.

The second game set in Aden, Entomorph could not be more different than its predecessor, Thunderscape (see review, November 1995, page 98). While Thunderscape was designed as a first-person role-playing game, Entomorph is more an action/adventure played via an overhead perspective. You don't lead a party of characters, but you will pick up new spell-casting abilities and become stronger as you progress—although the latter is due mostly to your new insect-related abilities.

Real-time combat against various vicious bugs becomes a fact of life as you explore Phoros. Because you're a fistfighter, you shun such weaponry as swords and daggers, choosing instead to batter the evil insects with your bare knuckles (or deadly spit, as your insect form takes hold). You aren't above casting the occasional Spell of Death in a pinch, however. As you play, you'll discover plenty of other spells for protection, healing, and such. You can hold up to three spells at the ready, awaiting mouse-click activation.

You can use the mouse, keyboard, or a joystick to control Squire Warrick's movements, although I found the mouse to be the best method. Move the cursor about the screen, and the good squire will follow it. Click on an item to pick it up. Click the left button to punch. Simple.

Entomorph's combat may be easy to master, but its puzzles are not. As with most fantasy adventure games, the puzzles vary from absurdly easy to unreasonably difficult—but you'll find more of the latter. To solve the toughest riddles, you'll have to listen carefully to every word of a conversation. Often, methodically trying every possible combination of answers is the only solution.

Graphically and acoustically, Entomorph is a gem. The Island of Phoros is rendered in exquisite Super VGA detail (as are your mutations), and each island region has its own cool CD audio soundtrack. Adventure game fans won't want to miss Entomorph. Its unique story is delightfully warped, while its interface and presentation are equally superb. It's just a shame Aden's inhabitants didn't have access to Raid.



Entomorph: Plague of the Darkfall
Strategic Simulations
800-601-7529

Platform: Win/Win 95 CD
Requires: 486/66, 8MB RAM, Super VGA, double-speed CD-ROM drive
List Price: $40-$45

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★

Entomorph's warped story, cool tunes, and tough puzzles should please adventure gamers.



TIPS

- **Once you've found the Shaman's amulet and sponge, follow the crow south from the village of Addegun to the dead Mutrizzba to soak up the blood needed to restore his life.**
- **Smash any pots and crates you see—they may hold goodies.**
- **Pay close attention to everything people say, no matter how trivial it may seem—especially the man with the bee beard in Kyan.**
- **You don't always have to fight; you're faster than most insects.**

JEOPARDY!®

Platinum Edition

"I'll take GAMES FOR WINDOWS® 95 for $1,000, Alex."

"JEOPARDY! PLATINUM EDITION by GameTek."

"What is the BEST 'game show' game for Windows® 95?"

JEOPARDY! PLATINUM EDITION is the first edition of the hit TV game show programmed specifically for Windows® 95, and takes advantage of all the speed of 32-bit processing. It includes over 4,000 new answers and questions direct from the show, as well as over one megabyte of digitized audio from "Master-Mind" Alex Trebek and a new interface design which eliminates the possibility of spelling errors.

JEOPARDY! PLATINUM EDITION also contains over a dozen video clips in which Alex Trebek judges your responses. With all-new digitized video and high-quality graphics for 640 x 480 Super VGA display, this is the BEST JEOPARDY! GAME EVER!

So if you want the best new 'game show' game for Windows® 95, buzz in now!

For More Information Visit Your Local Retailer
Or Call 1-800-GAMETEK

GAMETEK

KIDS TO ADULTS
K-A
AGES 6+

JEOPARDY!® is based on the television program produced by Merv Griffin Enterprises, a Sony Pictures Entertainment Company. Copyright 1995 by Jeopardy Productions, Inc. Jeopardy! is a registered trademark of Jeopardy Productions, Inc. All rights reserved. Packaging and computer source codes ©1995 GameTek, Inc. GameTek is a registered trademark of IJE, Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180

WINDOWS® 95

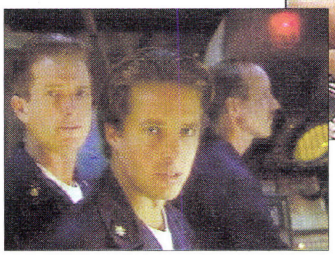
Silent Steel

By Bill Meyer





On the downside, Silent Steel's game play gets repetitive.



Partly filmed aboard the submarine *USS Clagamore*, Silent Steel features a compelling gaming environment.

Silent Steel's troupe of actors deserve credit for not sinking the game's authentic script.

Tsunami's newest adventure title, Silent Steel, revives the Cold War with a game of hide-and-seek between Uncle Sam and the Iron Curtain 20,000 leagues beneath the sea. But this all-full-motion-video game isn't just a crude ripoff of a Tom Clancy bestseller, it's also a rebound for Tsunami Media, which released last year's disappointing Flash Traffic, as well as an authentic plunge into a "rapidly developing tactical situation" aboard a hunter-killer sub.

Silent Steel's exceptionally clean Indeo video is worth a long look. The crisp clips justify Tsunami's efforts at enlisting a considerable crew of actors and filming on location on several US Navy vessels, such as the submarine *USS Clagamore*. These production efforts really enhance the game environment. You actually feel like you're on a sub with realistic instruments, bustling crewmen, and private war rooms. Beyond the video quality, the film direction is professional—reminiscent of a TV movie, not your uncle's home movies. Also, scenes are shot multiple times with variations so you don't see or hear the same stuff every time you play.

This new approach to an old style of question-and-answer gaming also gets a boost from a solid script by Chuck Pfarrer (*Navy Seals, Darkman*), brimming with authentic Navy-speak—"Rig for silent running" or "Submerge at 25 degrees down bubble!" As the Skipper of the *USS Idaho*, your executive officer, master chief, and crewmen shout out authentic naval commands that make the various nervous moments seem much more tense and plausible. Finally, the actors, while not household names, do a respectable job of bringing out the script's drama and humor.

But what about the game play? While a big improvement over Flash Traffic's predictability, Silent Steel does not offer an endless and varied gaming experience. You are not a simple observer, but you are limited in what you actually do. From a first-person perspective, you just select pre-written questions (from an onscreen list) to discover why you're being stalked by Libyan Kilo-class and Russian Akula-class subs. You also get to make predetermined remarks and commands during combat, such as "Get me a bearing and range on this contact." The game play and drama come in determining what question, remark, or command is most appropriate at any given moment and potentially making the wrong call.

Avoid stupid questions and erroneous commands, and you can win 5 to 10 fairly different ways among 30 endings. For instance, you may or may not sink both hostile subs or expose a traitor, yet still be victorious. Unfortunately, actual game play in Silent Steel quickly gets repetitive. Once again, the game is undermined by the limitations of how much video you can put on the game's four disks. Despite filming scenes multiple times and raising the number of endings, the same death scenes repeat themselves again and again, and you end up replaying the same scenes over and over each session until you discover the right dialogue choices.

Beyond the technical limitations, Silent Steel has creative problems as well. When you finally do figure out what to ask or command, it doesn't always make sense. Making winning decisions often seems based on random trial-and-error rather than logical decision making.

Despite the repetition and murky logic, Silent Steel—especially the version for PCs equipped with special MPEG cards or chips that deliver TV-quality, full-screen, full-motion video—is a pleasant surprise. It's the most immersive submarine gaming experience around.

Silent Steel



Brøderbund (Indeo video)
800-521-6263
Sigma Designs (MPEG video)
800-845-8086

Developer: Tsunami
Platform: Win CD, MPEG Video
Requires: 486/66, 8MB RAM, Win 3.1, Super VGA, Sound Blaster-compatible, mouse
List Price: $45-50

GAME PLAY:	★ ★ 1/2
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ 1/2

Silent Steel isn't your average adventure game, so it may not dazzle hard-core game players. But it has the right mix of drama and strategy to interest newbies.

TIPS



• The selections you make early in the game have a big impact on your success. For instance, do not be too private with your top-secret communication from COMSUBLANT. • Consider each dialogue choice carefully. Some choices deliberately throw you off the trail. • In combat, do not hesitate or be too cautious. Either break off contact immediately or deploy countermeasures. • Never order the crew to bring the sub around to clear your "baffles." You'll turn the sub right into their line of fire. • Timing is a factor. Some choices will be wrong in one situation, but right in another. • The Kilo sub has a device for broadcasting different acoustic signatures. It can appear as a variety of subs, such as the *USS Biloxi*. • Weaver is not to be trusted. Avoid choices that give him access to classified information.

COULD ZILLIONS OF DROOLING PYTHON ZEALOTS BE WRONG?
ABSOLUTELY.
SO, LISTEN TO THE EXPERTS INSTEAD.

Best CD-ROM
-PC WORLD

Best Product
-PC MAGAZINE

Best Strategy Program
-SOFTWARE PUBLISHERS ASSOCIATION

Best Game Special Award
-COMPUTER GAME REVIEW

Best Top Ten Multimedia Products
-ENTERTAINMENT WEEKLY

Best Of Everything
-COMPUTER LIFE

And for all of you who refuse to sell your souls to WINDOWS, we now have a MAC version.



Monty Python's Complete Waste of Time. Check out this ground breaking CD-ROM featuring a stupendous strategy game, classic clips, archetypal arcade games, silly songs, strange screen savers, sick system sounds and iconoclastic icons.

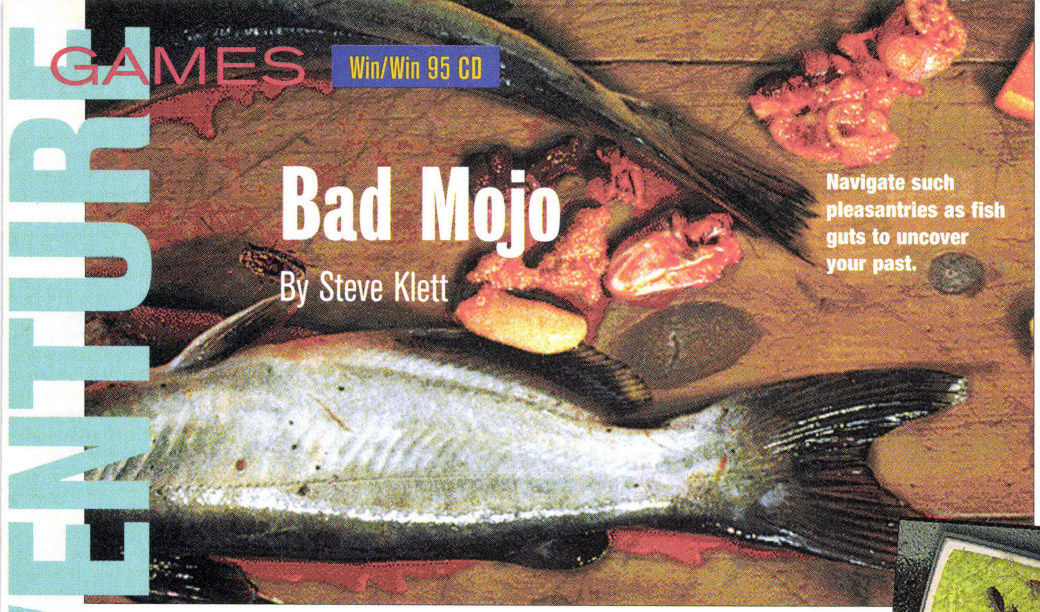
Download a little Monty Python madness on AOL (keyword: SEVENTH) or CompuServe (GO: SEVENTH) or on the web WWW.7thLevel.com. For more information or to order, call 1-800-9PYTHON ext. 115.

7th LEVEL®

©1994, 7th Level Inc. ©1969-1974 Python (Monty) Pictures LTD.

Bad Mojo

By Steve Klett



Navigate such pleasantries as fish guts to uncover your past.

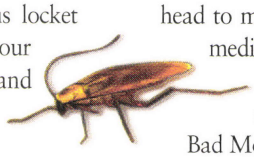
Just about everyone agrees that cockroaches are among the most loathsome creatures on the planet. So who would think that being one could be fun?

Pulse Entertainment, that's who. The company's latest game, Bad Mojo (acquired through a merger with Iron Helix maker Drew Pictures), lets players take on the role of a man who is transformed into a roach, then sent into a world of grime, despair, and bitterness. You have to wonder exactly what substance the programmers consumed before coming up with the Kafkaesque game's premise. Regardless, Bad Mojo is unique, morbid, absorbing, disturbing, and a lot of fun to play.



Didn't know roaches could read, did ya?

You are Roger, a bitter man who endured a tough childhood as an orphan. But just as you are about to abscond with a case full of ill-begotten cash, a mysterious locket casts a spell that transfers your soul into the body of a roach, and you find yourself scurrying around on six legs in the basement of a defunct bar on the San Francisco waterfront.



Similar to Myst, which drops you onto an island with no clue where you are or why you are there, you must figure out Bad Mojo's story as you play. By observing newspapers, letters, trash, and other items scattered about each of the bar's rooms, you must unravel the clues to your own past. Bad Mojo has several possible outcomes, which depend on how many of its puzzles you can piece together.



Along the way, of course, you must contend with all the pitfalls of a roach's daily life, including hungry cats (and rats), spiders, various roach traps, and hazardous wastes that range from spilled paint to spoiled food (even a roach has his limits). Clever puzzles will keep your mind occupied figuring out how to turn off a threatening vacuum cleaner and kill a particularly nasty rat.



Evading hungry spiders is all in a day's work.

Brain power is your greatest asset. As a mere roach, you have few defensive capabilities other than a tough body and armored noggin. However, if you're smart, you can use your head to manipulate vital objects such as cigarette butts and medicine bottles. Multiple hotspots throughout the game generate clues in the form of animated riddles or video sequences.

Bad Mojo couldn't be easier to play. The cursor keys send your bug crawling up, down, left, right, and diagonally. You play mostly from a top-down perspective, but because you can go just about anywhere a roach can go—up walls, under tables, through tiny holes—you must remember to think three-dimensionally.

Bad Mojo's graphics are simply superb. The bar's six rooms fill more than 700 navigable screens, each one rendered in exquisite, high-resolution detail. Some objects are actually photos, but the graphics are so good it's often hard to tell the difference between real and rendered. Your insect self pitches, rolls, and grows larger or smaller as you scamper about, adding to the realism. A dark, eerie soundtrack draws you further into the experience.

If anything's wrong with Bad Mojo (other than the occasional crash bug in our prerelease version that Pulse promises to fix), it's that it may be too simple. Experienced adventure gamers may long for more control options and more complex puzzles. But if you liked Myst and didn't manage to finish it, or are just getting into adventure games, this one ought to be perfect for you. Who knows, maybe you'll leave the game with a newfound respect for the lowly cockroach.





Bad Mojo
Pulse Entertainment
310-264-5579

Platform: Win/Win 95 CD
Requires: 486, Win 3.1, 8MB RAM, sound card, double-speed CD-ROM drive
List Price: $54.95

GAME PLAY:	★ ★ ★ ★ 1/2
GETTING STARTED:	★ ★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★ 1/2

Whether you like Bad Mojo or hate it, it's almost guaranteed that you've never played a game like it before.



TIPS

- **Watch each video scene carefully. The seemingly innocent discarded cigarette or beer can be vital for your success.**
- **Be warned: Almost all wires in Bad Mojo are loose, and almost all appliances are turned on.**
- **Never mix sleeping pills with alcohol. A person could pass out cold, you know.**
- **The medicine cabinet holds the key to curing your rodent troubles.**
- **For more clues, see our exclusive "Guided Tour," December 1995, page 108.**



If PlayStation's Your Vessel...

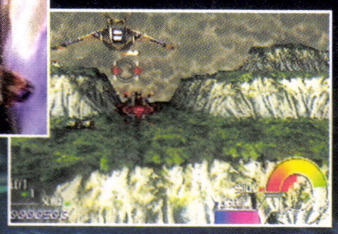
Jupiter Strike™

Earth invasion! Earth invasion! Annihilation is imminent! Deploy Jupiter Strike... Survival of the human race boils down to you! You're in the cockpit for the most realistic 3-D intergalactic war of all time! Through blackest space, raging asteroid belts with deadly robotic colonies and vast armadas of alien warships, mankind's only hope for survival is...Jupiter Strike!

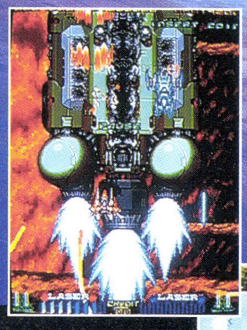
PlayStation™







NOW YOU'RE REALLY IN DEEP S#?T!

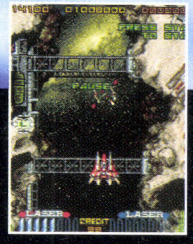




SEGA SATURN™

If Saturn's Your Planet...

GALACTIC ATTACK™



This is more than intergalactic warfare. This is the future of mankind! They come from the bowels of a million hostile planets. Buggin' turbocharged enemy warships! Big ones! And they want you...dead! This is high density combat of galactic proportions! Your only hope...lock-on lasers, explosive tracking missiles, lightning-quick reflexes and a soft spot for the human race!

KIDS TO ADULTS AGES 8+

©1995 TAITO CORP. /TAITO AMERICA CORP. Licensed by TAITO CORP. /TAITO AMERICA CORP. Developed by Taito Corporation. The "PS" logo and PlayStation are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1995 Acclaim Entertainment, Inc. All rights reserved.

Acclaim® entertainment inc.

ADVENTURE

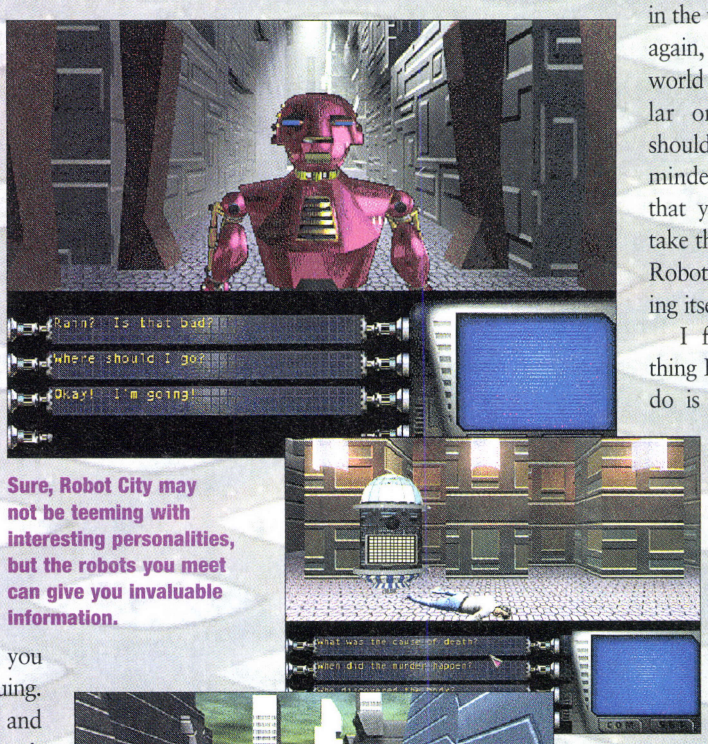
Robot City

By Shane Mooney

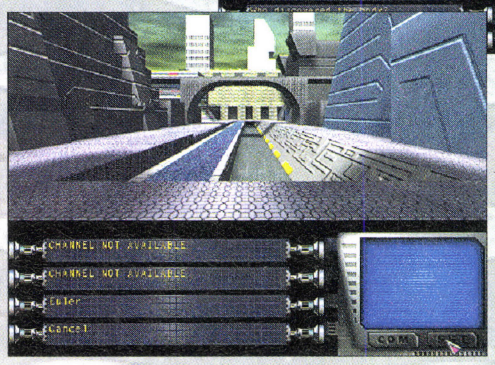
The legendary Isaac Asimov may no longer be with us, but his now famous Three Laws Of Robotics live on in their very own adventure game, Robot City.

In fact, the game not only manages to bring Asimov's automaton environment to life, it also accurately reproduces the very structure of an Asimov novel. Robot City starts out pretty dry, almost to the point where you question the idea of continuing. However, as you get further and further involved in the game's mystery, you'll find yourself struggling to put it down as you play a cyber-fugitive searching for a murderer on a world of robots.

It's kind of important, because as a recent crash victim on a planet devoid of human life save for yourself and two other humans, you become the No. 1 suspect in the murder of visiting roboticist Dr. Poole.



Sure, Robot City may not be teeming with interesting personalities, but the robots you meet can give you invaluable information.



Wander the cybernetic streets of Robot City in search of clues to clear your name.

The last thing you remember is the crash and then waking up under house arrest. You can't recall who you are or where you came from (although the robots call you "Derric" because that's the label on your uniform). However, the one thing you do know is that you didn't kill anyone. The game begins, and you must figure out a way to use the multiple responses you are given to get by the robot guards and clear your name. To make matters worse, Robot City's "nanobot" technology causes the infrastructure of the city to develop wildly out of control (the very streets can change direction while you watch). Unless you stop it, the entire planet will be destroyed. No doubt this would solve your legal problems, but not quite in the way you hope. Once again, the fate of the free world (at least this particular one) rests on your shoulders. Being the civic-minded murder suspect that you are, you undertake the task of preventing Robot City from destroying itself as well.

I found that the one thing Robot City is able to do is immerse you in its Asimovian world. Good graphics and a disturbing musical score help make the city come to life even more so than its nanobots do. You wander about the MYST-erious city streets searching for clues, questioning robots you happen to come across, and going where each new clue points you.

If the First Law Of Robotics says that no robot can cause a human harm, where'd the stiff come from?

However, Robot City is not without flaws. Not to be confused with games that claim non-linearity, this game practically hits you over the head with its "this-is-what-you-must-do-next-if-you-want-to-get-anywhere" game play. For the casual gamer, this may be nice. When combined with the mild head-scratchers that pose as puzzles, serious adventurers will be bored.

There's nothing here that's going to blow you away. But for Asimov fans looking for a interesting gaming experience to fill a lazy Sunday afternoon, Robot City makes a pleasant diversion.

TIPS



• Although it is possible to get out of the room you're being detained in without any kind of robot companionship, you should work on fixing the robot in the corner of your apartment first. He definitely comes in handy later. • Don't be afraid to ask different robots the same questions, as robots know different information depending on their rank and duties. • When faced with a difficult robot, select reply choices that use the Three Laws to your advantage by pointing out contradictions in the robot's argument. • To get your silicon sidekick, Alpha, to be of much help, you're going to have to put a new Skills Cube in him for each new task you need him for.

The Three Laws Of Robotics are as follows:

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.

2. A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.

3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

Robot City



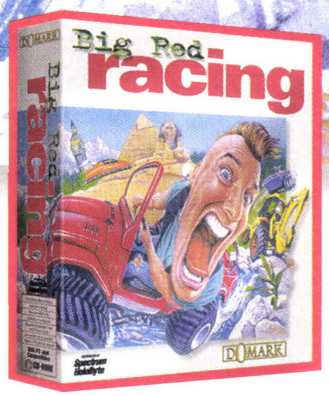
Byron Preiss Multimedia
800-482-3766

Platform: DOS CD, Mac CD
Requires: 486, 6MB RAM, Win 3.1, Sound Blaster-compatible
List Price: $49.95

GAME PLAY:	★ ★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★

Robot City is a good time for Asimov fans and beginning adventure gamers.





Introducing Big Red Racing—a full out, kidney crunching, pedal to the metal, get massive air kind of game. It's a world-wide off-road thrash fest where pot holes resemble swimming pools and speed bumps are 200' shear rock cliffs...the rules of the road do not apply. To order call 1-800-695-GAME.

- Split screen, modem and network play.
- 12 truly unconventional racing vehicles on 18 way funky tracks including: dirt, H^2O, quarry, snow, city and sci-fi.
- Plus, original music by British band Hangnail.

DOMARK

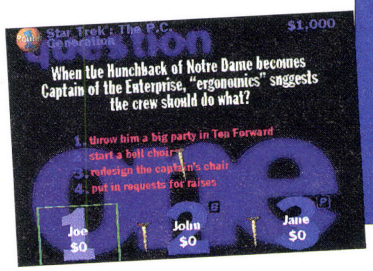
BLOW SOME GREY MATTER TODAY.

www.domark.com/domark/

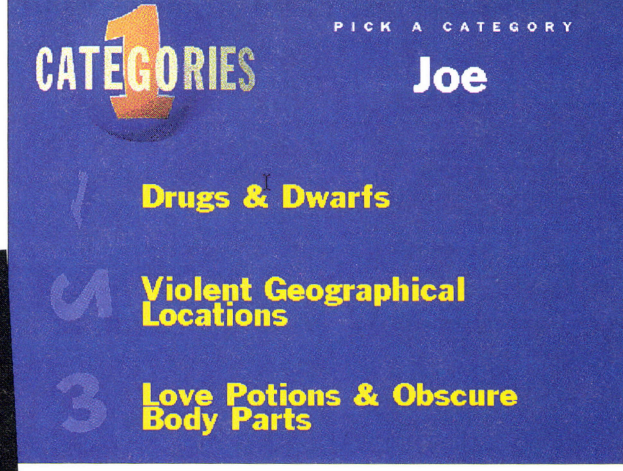
RSAC ADVISORY
VIOLENCE
Damage to realistic objects

You Don't Know Jack

By Fredric Paul



Read carefully; the questions aren't *that* hard.



"Joe" had better hope he knows Jack.

It's time to break all the rules.

You Don't Know Jack doesn't use flashy graphics; in fact, it doesn't use pictures at all. Design is limited to typography and words flying around the screen. Created by Chicago-based educational filmmakers Jellyvision, this pop-culture trivia game instead creates its excitement with a frenetic pace, a knowing smirk, and an overlapping soundtrack full of in-jokes, insults, and stinging barbs. While many games shy away from the real world, You Don't Know Jack revels in clever sociological commentary. It is, for example, undoubtedly the first computer trivia game to use the term "beer bong."

The game begins with the backstage patter at a TV game show. Unseen announcers, producers, and directors all talk over themselves—casually referring to nonexistent cameras and other studio paraphernalia—as you choose from one to three players and enter your names. A quick snippet of a parody commercial, and it's on to the game. In a nice touch, the chatter changes each time you start a new game.

To play, you select from a choice of three provocatively named categories—I Wouldn't Kiss A Dog With That Mouth, That'll Keep Ya Regular, and National Parks And Naughty Bits, for example. A series of hilariously overblown musical interludes—my favorite is question 4, "the question that cares"—introduce the multiple-choice puzzlers, worth anywhere from $1,000 to $6,000 each. Values go up in the second round, sort of like Double Jeopardy. The first player to hit his or her assigned key gets the chance to answer. Like *Jeopardy,* correct answers pocket the cash, booboos give it back. And while Alex Trebek is always polite to losers, Jack creator and host-voice Harry Gottlieb can be downright cruel. Make a mistake and you might hear: "Open wide and say, 'WRONG!'"

Trick questions spice up the action. Gibberish questions offer nonsense phrases that rhyme with clichés. In the category The Weasel Goes A-Poppin', for example, you might get the phrase "Bif, the chew-zits ferret." The correct answer? "If the shoe fits, wear it." Buzz in and type out the cliché to win, or wait for hints from the host, such as "You're a shoe-in to get it." But don't wait too long, because the question's value drops with each passing moment.

The game's bag of tricks extends to game play as well. The Screw Your Neighbor option, available once per round, lets you hit S after you've buzzed in; that forces another player to answer a too-hard question. Don't Be A Wimp!, meanwhile, punishes players who try to nurse a lead by not buzzing.

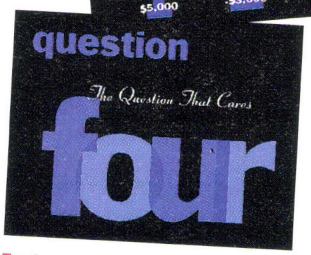
The last question of each game is a Jack Attack. Here, the game offers a clue and then floats phrases across the screen. Buzz each time the two phrases on screen relate—and match the clue—to win $2,000 a pop. Wrong buzzes lose the same amount. If the clue is All In The Building, for example, Mary Richards and Rhoda Morgenstern wins, because they live in the same apartment house, but Jerry Seinfeld and George Costanza loses, 'cause they don't.

With far better writing than you'll find in just about any computer game, You Don't Know Jack makes great party entertainment. There's even a short seven-question version that allows for quick tournaments.

Unlike most computer games, though, this one's not much fun to play by yourself. A multiplayer network or modem version might spread the excitement. And this game simply begs for the development of interactive TV—somehow, crowding around the keyboard seems a little awkward.



Gibberish questions test your rhyming mettle.



Each question gets its own clever intro.

TIPS



• **Don't play alone.** • **Buzz away; the questions aren't *that* hard. And if you're really stumped, the "Screw" feature lets you dump a difficult conundrum on your opponents.** • **In the climactic Jack Attack mode, don't buzz as soon as things seem to go together. Only certain types of relationships will score the cash. You can lose big quick.** • **Gibberish questions may seem tough at first, but they generally become obvious with the first clue.**

You Don't Know Jack
Berkeley Systems
800-344-5541

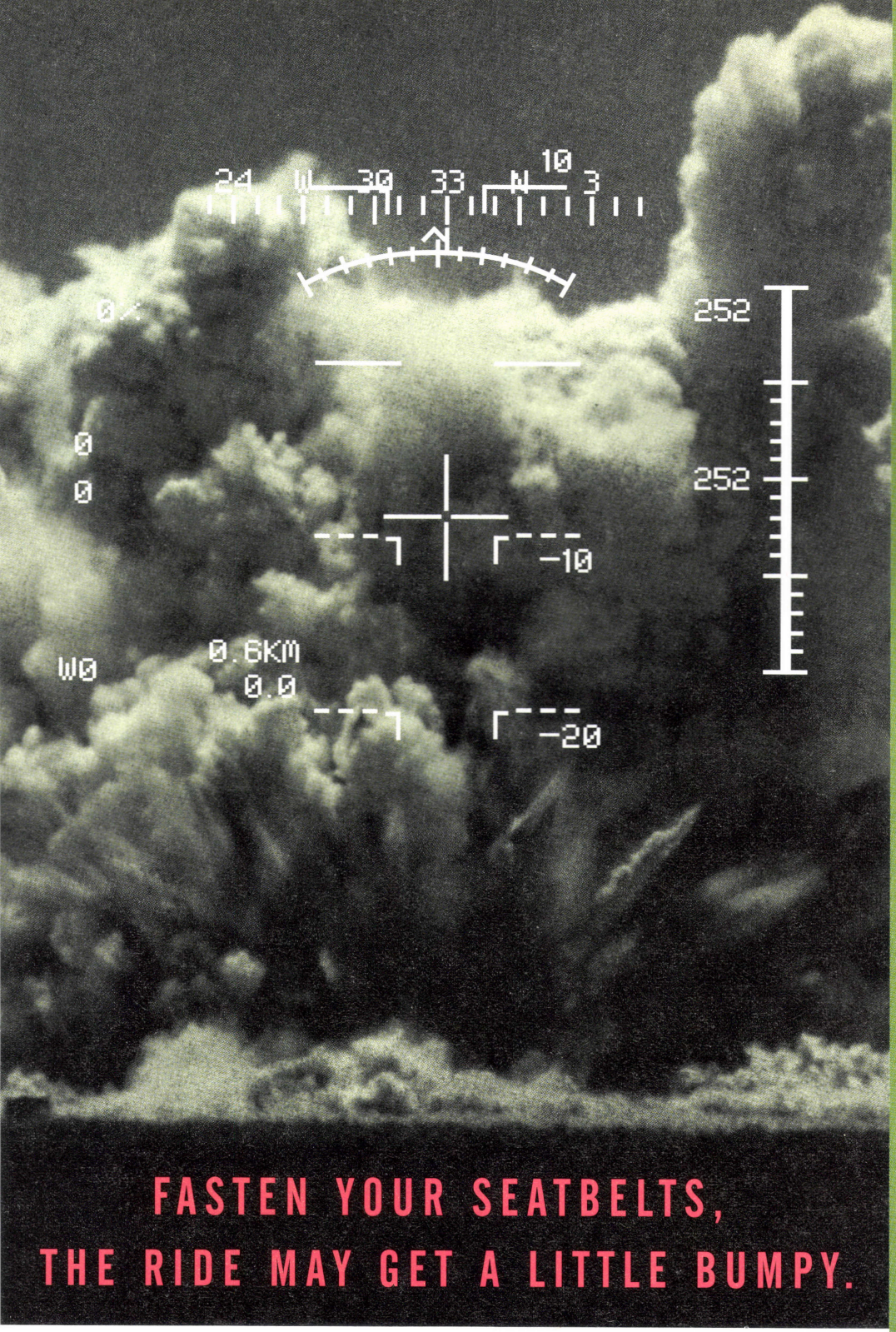


Developer: Berkeley Systems/ Jellyvision
Platform: Win/Mac CD
Requires: Win: 486/33, 8MB RAM, Win 3.1 or later, double-speed CD-ROM drive, 256-color VGA, Sound Blaster-compatible
Mac: 68040, 5MB RAM, System 7.1, double-speed CD-ROM drive, 256-color display
List Price: $30

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★ ★
GRAPHICS:	★ ★
SOUND CHECK:	★ ★ ★ ★ ★
VALUE:	★ ★ ★ ★

This clever, fast-paced quiz-show game is only fun in a group.

SCREEN FOR THE ANSWER Buzz!



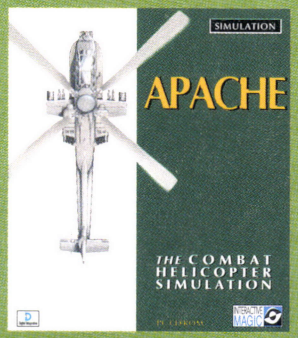
FASTEN YOUR SEATBELTS,
THE RIDE MAY GET A LITTLE BUMPY.

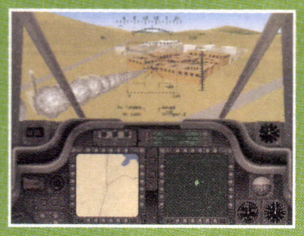
APACHE

The Combat Helicopter Simulation

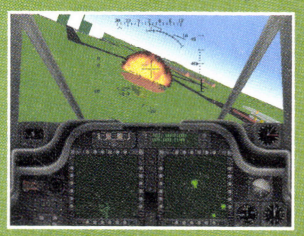
From Digital Integration

© 1995 Interactive Magic

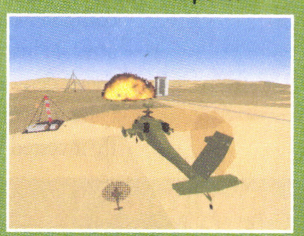




War may be hell. But not from where you're sitting. It's 100% pure adrenaline, white knuckle, non-stop, in-your-face action with Apache. From the company committed to providing the



most gut-wrenching CD-ROM games. Interactive Magic. It will hurl you into the middle of unbelievable 3-D graphics. It's equipped with an incredible arsenal of weapons.



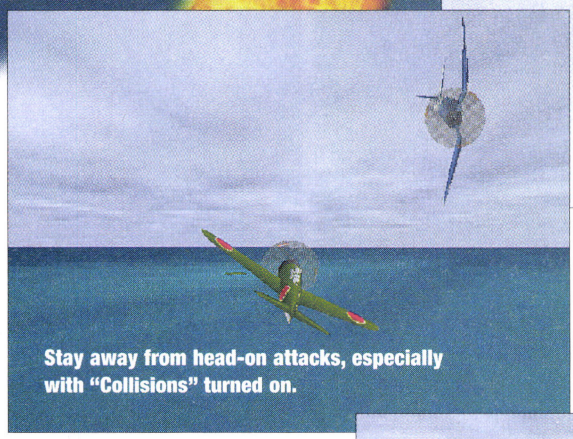
And the explosions are so realistic, you'll be thankful it's just a game. So pick up Apache, the ultimate combat helicopter simulation for your PC. And strap yourself in.

INTERACTIVE MAGIC

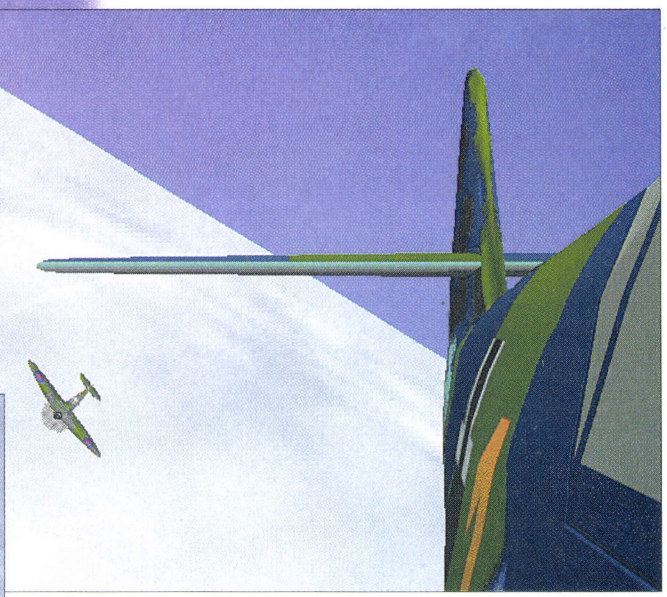
919-461-0948

Fighter Duel

By Anthony Lukban



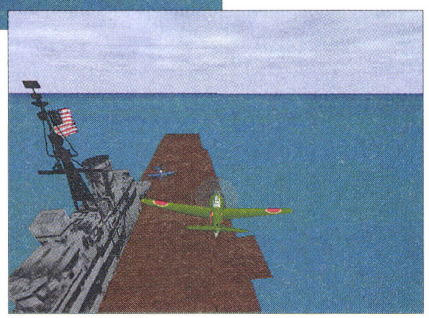
Stay away from head-on attacks, especially with "Collisions" turned on.



Check Six! This Spitfire closes in on a ME-109 for the kill.

As flight simulations continue to grow in complexity and realism, Jaeger Software takes a step back with Fighter Duel and proves that simplicity can have its moments.

Exactly as its name suggests, Fighter Duel is a pure air combat simulator. Set in World War II, the game lets you fly any of 13 historical planes—such as the Japanese Zero, American Corsair, and German ME-109—against as many as eight computer-controlled enemies. Each plane is modeled closely after its historical counterpart. For instance, the Corsair is a speed demon and wonderful climber, while the Zero is highly maneuverable. Certain planes' engines will also seize if you fly inverted for more than a few seconds at a time or go into too steep of a dive too quickly. Even better, while the computer's artificial intelligence is no slouch, there's nothing that beats shooting down a friend, which you can do via a modem or serial-cable connection.



That Corsair looks like easy prey, but watch for Triple A.

Fighter Duel offers seven tactical scenarios, including Combat Air Patrol, Carrier Launch, and Surprise Attack. However, it is not a mission-based game, but rather a "jump in the cockpit and fight" simulator. Each scenario simply has you dropping into the fray with guns blazing. For instance, Surprise Attack puts you in your chosen aircraft above an enemy aircraft carrier as planes prepare to launch off its deck. Flying Circus starts you in the middle of a wild melee of aircraft, and Combat Air Patrol places you at a chosen altitude with enemy aircraft in all directions.

You also have the ability to turn on or off nine realism factors, such as stalls, collisions, and pilot blackouts, as well as choose the flying ability of your enemies. This gives Fighter Duel a high level of replayability. Sure, you may be able to beat the Surprise Attack mission easily with stalls turned off and only four average enemy pilots—but turn stalls on, add a few expert pilots to the mix, and your luck may change.

Unfortunately, the game is perhaps overly simplistic at times. For example, it uses the same cockpit for all the aircraft. Granted, it's a gorgeous photorealistic P-51 cockpit with working instruments, but realistic cockpits for all the aircraft would have been better. Also the log feature only tracks one pilot at a time, so there's no way to separate the stats if you and a buddy are taking turns flying. Also, enemy planes often defy the laws of physics when shot and careen crazily about the sky, refusing to fall for impossible amounts of time. Sound effects are minimal, as well—indeed, you won't hear any music at the title screen, or anywhere else in the game for that matter.

Still, the combination of sharp graphics, smooth animation, and a strong flight model makes Fighter Duel fun despite its lack of bells and whistles. If you just want to jump into the cockpit and start blazing away—especially against a friend—Fighter Duel is for you. If you're looking for campaigns, careers, and historical missions, you'll have to look elsewhere.

Fighter Duel



Philips Media
800-340-7888

Developer: Jaeger Software
Platform: DOS CD
Requires: 486DX/33, 8MB RAM, DOS 6.0, Super VGA, mouse
List Price: $49.95

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ 1/2
VALUE:	★ ★ ★ 1/2

A simplified but fun-to-fly combat simulator.

TIPS



- **Learning the strengths and weaknesses of each plane will prove useful when confronting a mixed bag of fighters.**
- **He who uses all the views the best usually wins the battle.**
- **Start off using the F2G Corsair or Spitfire Mk XIV—they're the best performers.**

IN EASTERN MIND™, THE ONLY WAY TO WIN IS TO DIE

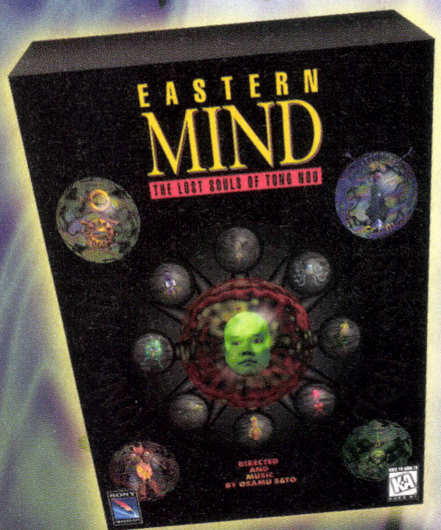


"The most impressive game to come from Japan since Gadget... a true work of art."
AMIGA MAGAZINE

"Eastern Mind is a full-blown aberrant odyssey."
NEW MEDIA MAGAZINE

Journey to the island of Tong Nou, where reincarnation is a way of life.

- Try Japan's best-selling CD-ROM created by leading multimedia artist, Osamu Sato.
- Over 50 hours of mystical, immersing gameplay within five reality-altering worlds.
- Includes special soundtracks from the game and the artist's "Transmigration" music CD; a digital portfolio of characters; an original compu-movie and detailed game hints.



EDITORS' PICK MacHome Journal

RATED NEWMEDIA MAGAZINE THUMBS UP

MACINTOSH & PC CD-ROM

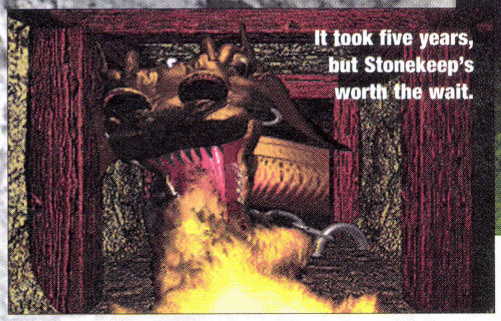
SONY IMAGESOFT

Eastern Mind: The Lost Souls of Tong Nou is distributed by Sony Interactive PC Software America under license by Sony Music Entertainment (Japan) Inc. © Sony Music Entertainment (Japan) Inc. Mac Home Journal Editor's Pick Logo is a registered trademark of Mac Home Journal. New Media Thumbs Up logo is a registered trademark of New Media Magazine. Sony is a registered trademark of Sony Corporation. Imagesoft, the Quill Design logo and Eastern Mind: The Lost Souls of Tong Nou are trademarks of Sony Interactive Entertainment Inc. © 1995 Sony Interactive Entertainment Inc.

DOS CD

Stonekeep

By Peter Olafson



It took five years, but Stonekeep's worth the wait.



Watch out, Stonekeep's monsters are smarter than you may think.

Five years in development (and two years overdue), Interplay's giant swords-and-sorcery role-playing game Stonekeep lives up to its hype and is well worth the wait.

Mind you, this is not the next-generation RPG some may be expecting. (Indeed, in a couple of important respects, it's a throwback.) But it is an artfully designed, elegantly executed, and often inspired synthesis of game ideas and ideals whose sheer playability ultimately outweighs any sense of datedness.

Stonekeep plows the old get-the-major-bad-guy furrow once again. You're cast as Drake, a young man who as a child was magically spirited away from The Cataclysm that buried the city of Stonekeep (which is all laid out in spectacular fashion in a live-action intro). Now it's a decade later, and you've been enlisted by a goddess (who really looks like one) to uncover the lost city from its grave.

As you'd expect, this involves exploring a huge 3-D maze—23 levels organized into 12 areas—laden with puzzles, tricks, traps, locked doors, doors you wish you'd left locked, the odd ally, and monsters that need slaying.

And this is where the fun begins. RPGs frequently take monster-mashing to genocidal levels. Much to its credit, Stonekeep never descends into pure hack-and-slash. Combat, while an integral part of the game, is an art form here—as much elemental puzzle as stat builder—and you will have to think and rethink how to attack each creature.

You can bet your opponents will be thinking as well. I've seen creatures retreat and retrieve weapons, lure my party into ambush, gobble down healing potions when hurting, and simply cover their faces in terror. They behave and look remarkably like real creatures, and this can have a positively intimidating effect when they're in your face. I had a vivid sense, when being attacked by a roomful of serpents, of being bitten.

Stonekeep has a way of consistently bringing things across on this emotional level, too. For instance, when the party passes through an illusionary wall, there's a very real feeling of *passage*. It isn't just the sound which is great, or the visuals. There was something else happening—something almost organic—and that kind of game experience is rare.

I could go on and tell you about the transparent method of accruing experience, the fluid mouse-based control system, the intelligent inventory that gets better organized as you progress in the game, or the great automapping system that takes after—but also improves upon—the system used in the Ultima Underworld games. But it's that gut response that I'm impressed by the most. The goal of the designers was to suspend players' disbelief, and to that end, they have succeeded.

One could be forgiven for initially not feeling quite so charitable toward Stonekeep. The early levels, at least, are minimized by the sameness of the graphics. Secret panels always seem to be in the same spot on a wall, which rather spoils the effect of secrecy. Some finer details are a bit off the mark: The walking sound comes off more like slippers than boots.

Some players may not like non-player characters operating on autopilot. And the designers may take some hits over the decision to adopt limited square-to-square scrolling movement instead of the free-scrolling worlds of games like Doom.

For my money, the designers deserve congratulations: They've recognized that what's "hot" (i.e., free-scrolling Doom clones) isn't always what's best suited to a given game. Even while turning, sword-swinging, and running back and forth across the battlefield to strike and evade, I never once felt restrained by the square-to-square style of play.

In fact, I can hardly imagine Stonekeep playing any other way. Interplay took what was useful and good from this genre, brought it together and made one of the finest RPGs I've played in years. This is one game that was definitely worth the wait.

Stonekeep
Interplay
800-969-4263



Platform: DOS CD
Requires: 486/33, DOS 5.0, 8MB RAM, Super VGA, sound card
List Price: $59.95

GAME PLAY:	★ ★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★ ★
VALUE:	★ ★ ★ ★ ★

This is one long-overdue game that actually lives up to its hype.

TIPS



• Look for odd-colored mortar between the blocks in the walls. It indicates a secret panel. • Stonekeep's monsters are smarter than most, but they seem to have a phobia about passing through doorways, and you can use this to your advantage. • The hard-to-kill green blobs that turn up on the third level are especially vulnerable to the throwing axe. (Use the oil canisters until you find the axe.) • Leave no stone unturned: The most mundane-looking room may conceal something vital.

{ An introduction to the hierarchy of Doom. }



Cyberdemon



Spider Demon



Revenant



Mancubus



Arachnotron



Imp



Lost Soul



Cacodemon



Baron of Hell



Knight of Hell



Chain Gunner



Demon

Spectre
(invisible)



Former Soldier



Former Sergeant



You

{ Custom Edition for the Sony Playstation. }

Doom. The Sony Playstation Custom Edition. Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.

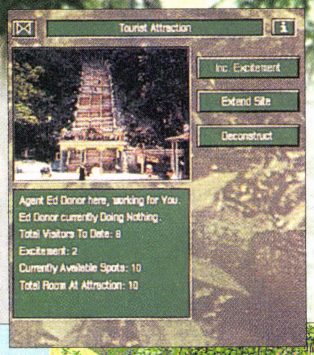


DOOM™ © 1993 Id Software, Inc. All rights reserved. DOOM™ in the Sony Playstation Platform © 1995 Id Software, Inc. All rights reserved. Distributed by Williams Entertainment Inc. under license from GT Interactive Software Corp. DOOM™, the DOOM logo™, character names, images, distinctive likeness and other elements depicted thereof, are trademarks and the exclusive copyrighted property of Id Software, Inc. The Id™ and the Id logo™ are trademarks and the exclusive copyrighted property of Id Software, Inc. Williams® is a registered trademark of Williams Electronics Games, Inc. GT™ and the GT logo™ are trademarks of GT Interactive Software Corp. All other trademarks are property of their respective companies.

SIMULATION

SimIsle

By Peter Olafson

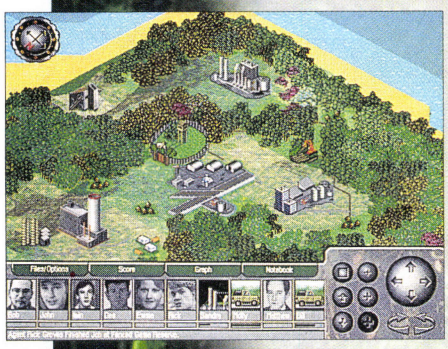




Developing rainforests may not be too PC, but it looks cool.

Now, here's a Sim of a different color: off-green.

Maxis' long line of "software toys" typically has offered players a blank slate and a range of tools to fill it in, with problem-solving scenarios an afterthought. In SimIsle, from outside developer Intelligent Games, this philosophy is reversed. The objectives are built in, and the game is a challenging and demanding taskmaster.



Every move you make has an impact.

That means using your modest budget (augmented by judicious use of local resources) and a staff of agents to balance development and ecology on 24 hypothetical, lush forested islands.

"Just leave it be, son" is not an option. The English designers appear to regard rainforest development as inevitable, and each of the scenarios incorporates some level of construction, which is a rather curious stance for a game subtitled "Missions In The Rainforest." Here, you're clearing away trees right and left to make room for expansion. There, you're building a city of 40,000 with a minimum of 40 hotels.

Graphically, the game falls somewhere between A-Train and PowerMonger—with a handsome, detailed Super VGA display that can be rotated and have its viewing angle adjusted (so you can see an island's topography, much as you would from a ship at sea). Each little complex you build shows up on the map, connected to other little complexes with roads, along with planes, trucks, and ferries on the move.

Be prepared to read a lot, and then read some more.

The point-and-click controls are pleasantly minimal and well laid-out. Basically, you pick the agent with the appropriate skill—exporting a commodity needs "Negotiation" skills, for instance—and dispatch him (or occasionally her) to the right place at the right time. Then you click on the new location to summon an additional window that indicates any further options. If you don't have the right stuff, the message bar at the bottom of the screen tells you just what's required. Above, tabs give you access to 24 graphs, your score and standing on several different fronts, and a notebook containing a wealth of data on the rainforest. (A lot of reading is required.)

In a sense, this is very much a Maxis sim: Every step you take has an impact, and every impact has an influence. For instance, to build a game preserve that's required on the tutorial island, you'll need unskilled labor. That means training residents of the local village. In the process, you'll also improve their efficiency, and this bumps up the food supply and population and may knock down their happiness a peg. Get the picture? However, SimIsle lacks some of the open-endedness of other releases in this line—it's almost more strategy game than simulation. It does have an island randomizer, and you can play any scenario in "free-form" without heed to its requirements. But a mission construction kit would have allowed players to put their imprint on the game, much as in earlier sims.

Moreover, while no doubt a very serious and noble-minded enterprise, it's not all that much fun preserving/despoiling the rainforest in computer-game form—a problem shared with earlier, more conspicuously scientific games like SimEarth and SimLife. SimIsle doesn't have the familiar peg—cities, commuter trains, skyscrapers—that belongs to Maxis' best games, and without it, this "software toy" comes off a bit too much like work.

TIPS

- **Check out the skills of each of your agents when you get underway, and be sure to match them to the tasks at hand.**
- **Plan ahead. Anticipate your mission's needs down the road and dispatch agents to address them.**
- **Watch your pocketbook. If you don't find ways to replace what you spend, you'll have to worry about more than one 0-zone.**



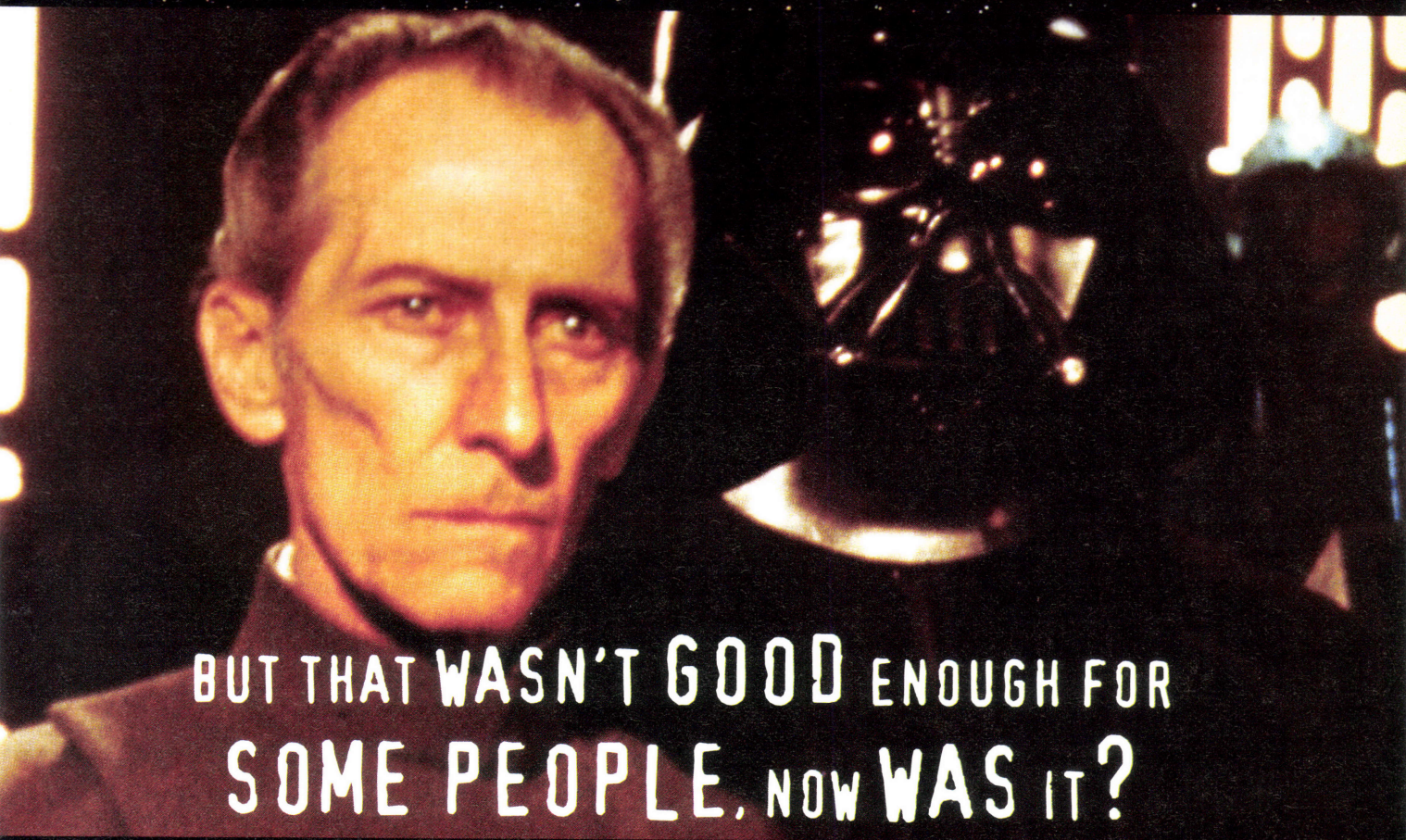
SimIsle
Maxis
800-336-2947

Developer: Intelligent Games
Platform: DOS CD
Requires: 486/33, 8MB RAM, MS-DOS 5.0, Super VGA, double-speed CD-ROM drive, mouse
List Price: $39.95

GAME PLAY:	★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★ 1/2

There's a lot to SimIsle, but when you get down to it, developing rainforests just isn't that much fun.

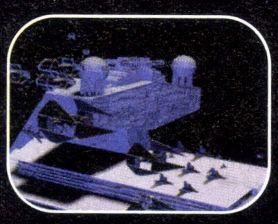
THE ORIGINAL TIE FIGHTER™ WON INDUSTRY AWARDS AND THE PRAISES OF GAMERS AND CRITICS ALIKE.



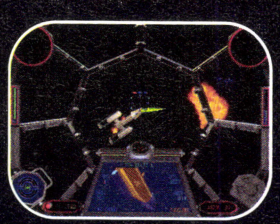
BUT THAT WASN'T GOOD ENOUGH FOR SOME PEOPLE. NOW WAS IT?

PRESENTING *TIE FIGHTER™ COLLECTOR'S CD-ROM.*

WITH OVER 100 MISSIONS, DEFENDER OF THE EMPIRE™ CAMPAIGN PLUS BRAND-NEW ENEMIES OF THE EMPIRE™ CAMPAIGN. HIGH-RESOLUTION, COMBAT GRAPHICS AND EXCITING, NEW CUT-SCENES. FULL-VOICE MISSION BRIEFINGS. NEW SPACE VEHICLES. IT'S THE PERFECT GAME FOR EVEN THE MOST DEMANDING SPACE COMBAT VETERAN.









LUCAS Arts

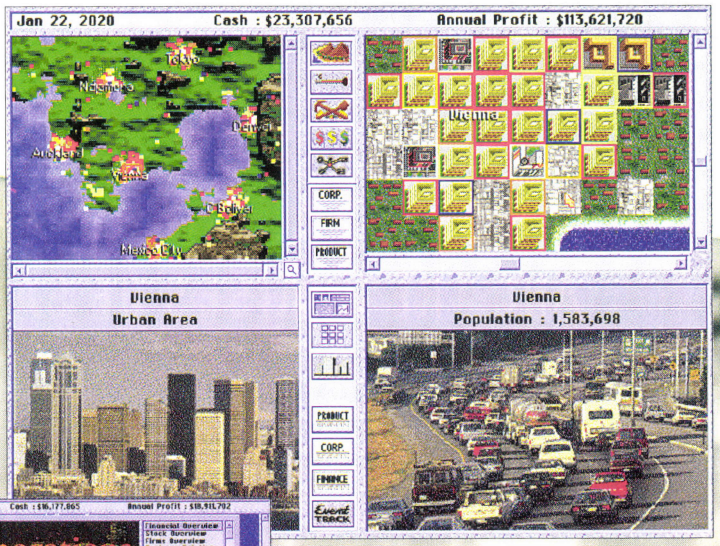
ALREADY OWN TIE FIGHTER? GET A $15 REBATE. DETAILS AT THE LUCASARTS WEBSITE:
http://www.lucasarts.com

TIE Fighter game © 1994, 1995 Lucasfilm Ltd. and LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. X-Wing game © 1992 Lucasfilm Ltd. and LucasArts Entertainment Company. TIE Fighter and are trademarks of Lucasfilm Ltd. Star Wars is a registered trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. LucasArts and iMUSE are trademarks of LucasArts Entertainment Company. iMUSE U.S. Patent No. 5,315,057.

SIMULATION

Capitalism

By David Israels



Several cities dot the game world. Each one gets filled with profit-seeking firms.

This game shouldn't be any fun at all. Capitalism is an excruciatingly detailed business simulation with more charts, graphs, and reports than Wall Street has suckers. Yet once you claw your way up the game's steep learning curve, you may find that this daunting title can be engrossing.

The goal of Capitalism is straightforward: dominate the market in each of the game's 18 industries—from electronics to cosmetics to food. But achieving that goal isn't at all simple.



Capitalism's computer competitors are smart and aggressive.

Even starting this real-time game is complicated. The setup program asks you to consider 16 different factors, with each choice promising serious repercussions. For example, if you start with a large sum of cash, you'll control a smaller share of your corporation's stock. And that leaves you open to a hostile takeover.

A thorough understanding of the game requires a definite time investment. You should certainly work through the eight sample games, which cover retailing, market analysis, farming, manufacturing, brand and advertising, research and development, raw materials production, and the stock market. You can continue playing sample games to test your newfound skills. It's also a good idea to study the 153-page manual.

At its most basic, Capitalism's game play involves operating factories, farms, and department stores in order to produce and sell 49 products—everything from beer to sports shoes. You'll likely split most of your time between managing your corporate empire and analyzing the market.

To win, you'd better have a head for details. While most business sims try to hide the underlying spreadsheet, Capitalism flaunts it. The game contains more than a dozen multilayered reports that seem to offer an endless stream of ever-changing data. Just one report—detailing products—can include as many as 5,200 pieces of information. You can avoid drowning in micro-management by hiring a computer-created company president. But you'll need some $10 million a year to pay your right-hand man.

In a game this overloaded with data, even minor flaws in the interface are magnified. Unfortunately, Capitalism's primary game screen is extremely busy, with four sections, 14 buttons, and multiple menu choices. Worse, too many of the bars and graphs used in the report screens go unlabeled. The designer should have provided descriptions that pop up when you run your mouse over the icons. The crisp hi-res graphics, however, spice up the game considerably. The sound lacks creativity, although occasional effects such as mooing cows and clucking chickens add to the cuteness factor.

More importantly, if you get past the title's complexity, you'll likely marvel at its depth. You can employ multiple strategies to become the fattest capitalist pig. Build a vertically integrated corporation oozing with profits, practice predatory pricing to wipe competitors out of key markets, or manipulate the stock market and swallow your opposition whole. None of this will be easy, of course. Computer competitors are ruthless and cunning—especially at higher difficulty settings. What's more, 17 supplied scenarios present textbook challenges such as the need to diversify product lines or save a nearly bankrupt company by eliminating unprofitable units.

As deep as it is, Capitalism's economic system doesn't reflect the real world—thank goodness. Instead, it's a laissez-faire fantasy free of taxes, strikes, or environmental concerns. For budding Adam Smiths who yearn to test their business acumen, Capitalism may not be the ideal choice. But it's got one thing going for it that every capitalist loves—it's the only product of its kind on the market.

TIPS



• Once you've developed a profitable company, take a flyer on the stock market. It's the key to winning. Gain control of 75 percent of a computer competitor's stock, and you can force an opposing corporation into a merger. Luckily, computer opponents can't force mergers with human players. • Be careful of relying too heavily on the cigarette industry. Initial high earnings will dissipate because the product is designed to lose market share in later years. • You can reduce shipping costs significantly by placing factories close to retail outlets. • Beware of computer competitors who have a stock-focused strategy. They'll try to buy a controlling interest in your corporation.

Capitalism
Interactive Magic
800-789-1534



Developer: Enlight Software
Platform: DOS CD
Requires: 386/33, 4MB RAM, DOS 5.0, Super VGA, Sound Blaster-compatible
List Price: $59.95

GAME PLAY:	★ ★ ★
GETTING STARTED:	★ 1/2
GRAPHICS:	★ ★ ★ 1/2
SOUND CHECK:	★ ★ 1/2
VALUE:	★ ★ ★

You don't need the soul of an accountant to play Capitalism, but you'd better be good with numbers to enjoy this wickedly detailed business simulation.



Sure, there are cheaper PC, Mac, and 3DO game controllers. But if you're ready to get serious, you need the high-quality, built-to-play-rough peripherals from CH Products.

When you're ready to get serious, you're ready.

Our joysticks, throttles, flight yokes, rudder pedals, and other controllers are born in the USA, and made to take the heat of any battle, race or game you throw their way. So put on your game face, get down to your computer dealer and grab the game controllers made for serious players.

- FlightStick Pro (PC Mac & 3DO)
- FlightStick
- CH Pedals (PC & Mac*)
- Pro Pedals
- F-16 FighterStick (PC & Mac*)
- F-16 CombatStick
- F-16 FlightStick
- Pro Throttle (PC & Mac*)
- CH Throttle
- Virtual Pilot Pro (PC & Mac*)
- Virtual Pilot
- Trackball Pro (PC & Mac)
- Jetstick (PC & Mac)
- Gamecard 3 Automatic

*Coming soon. First Quarter 1996.

CH PRODUCTS

CH PRODUCTS 970 Park Center Drive Vista, CA 92083 • Phone 619 598 2518 • Fax 619 598 2524
http://www.chproducts.com • America OnLine: CHProducts@aol.com • CompuServe: Go GAMEDPUB

SIMULATION



Enemy ships are powerful, but not smart enough to stop lucrative trade with your colonies.

Exploration

By David Israels



Most of your time is spent sailing.

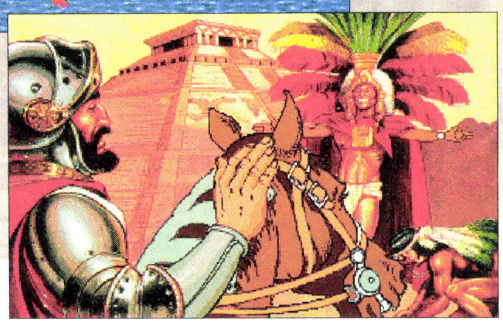
If Christopher Columbus had only the digital world of Exploration to conquer, he probably would have stayed at home. This turn-based strategy game boasts that it offers players the challenges of discovery, trade, empire building, and warfare. Instead, it delivers shallow game play and outdated graphics.

You begin as one of five European explorers, playing against as many as four computer opponents. Using a real world or a randomly generated map, you start in your home port with a single well-equipped ship and a small treasury of doubloons. Your job: explore the world and create an empire.

Although this German import spans the years 1492 to 1789, with one year equivalent to one turn, the game mostly ignores history. Playing on the historical map is not very realistic. The old world of Europe and Asia are treated just like the new world of the Americas, uncharted and undeveloped land dotted with Indian villages. (Jewel-laden Incan cities are found only in the new world, however.)

The game's most tantalizing element comes in the presence of the never-named Catholic Church as a stout-hearted guardian of peace. Although the stance is historically laughable, it forces you to play a more clever strategy than simply killing off the opposition. The penalty for aggression is severe: excommunication, which causes a drop in colonist productivity and troop efficiency. Even worse, all the other colonial powers will wage war against you.

Another surprising plus is the high-quality digitized music. The tunes, which change depending on which screen you're looking at, are reminiscent of the stirring score from Errol Flynn's swashbuckler *The Sea Hawk*. The game's sound effects, however, are minimal. Trade comprises the bulk of the game play. You'll spend most of your time sailing commodities to home port, selling them, and then shipping funds back to your colonies. The game includes an option to automate trade-ship courses, but it's not much use until you build a colonial port. I found it cumbersome even then.



It's much better to take over Indian villages with a bribe of a few trinkets.

Unlike other games of this type—either Civilization or Colonization, for instance—you have little control over your colonial empire or economy. A town consists of little more than an icon on the map and a storage place for population and commodities. The economy is a simple affair—you mine three minerals and harvest three crops. To successfully prime the economic pump, just make sure you put your towns near a mountain or river.

Combat seems almost like an afterthought. You move into an opposing unit's square with little idea of what force is required to defeat the enemy. Battles are represented with a crude animation of a cannonball or other projectiles flying at your target. (The game is rendered in blocky 320-by-200 resolution.) And one of the animations makes no sense. When Arquebusiers—gun-wielding cavalry units—attack, they throw swords at their opponents.

The opposing artificial intelligence isn't particularly smart, either. Powerful French warships sat idly by my home port, just one square away from dooming my whole empire with a well-placed blockade.

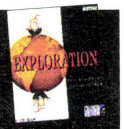
Exploration isn't all bad; it's simply too little, too late. If Interactive Magic had positioned it as a high-value low-cost product and sold it for, say, $19, Exploration would be worth exploring. But at a hefty street price around $45, the game doesn't pack enough fun-filled activity to justify its cost.

TIPS



- The church will excommunicate you if your support from the Bishops falls below 30 percent.
- To get back in the church's good graces, 50 percent of the Bishops must support you. Each contribution of 5,000 doubloons will raise your support one percentage point.
- Don't attack the Indians if you can avoid it. Bribe them with trinkets and they'll turn over their villages to you.
- Incan cities can't be bribed. If you want their treasure, you'll have to attack them.
- Mines are the key to economic success. Scout out large mountain ranges so you can eventually operate multiple digging operations.

Exploration
Interactive Magic
800-789-1534

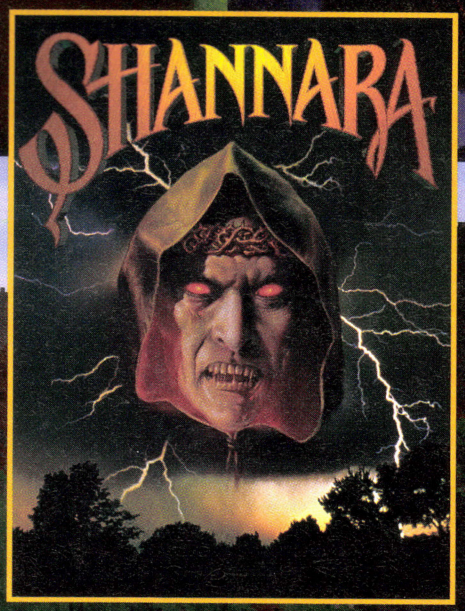


Platform: DOS CD
Requires: 386SX/25, 4MB RAM, DOS 5.0, VGA, Sound Blaster-compatible, mouse
List Price: $54.95

GAME PLAY:	★ ★ 1/2
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★

Shallow game play and stodgy graphics take a lot of the fun out of this beer-and-pretzels title.

The Most Popular Fantasy Series in the World is Coming to Your PC.



A multimedia spectacular complete with sophisticated 3D modeled images, incredible animation and over 40 speaking characters.

Based on the NY Times best selling novels by Terry Brooks. FREE Shannara novel packed in every box!

Brona, the ancient Warlock King has returned! Slain decades ago by the Sword of Shannara, Brona's evil spirit now roams free as the legendary Sword lies shattered in pieces. It is your destiny to restore the ancient weapon and imprison Brona forever...but destiny has its price and it is far higher than you could ever imagine.

An original story guaranteed to thrill any adventure fan!

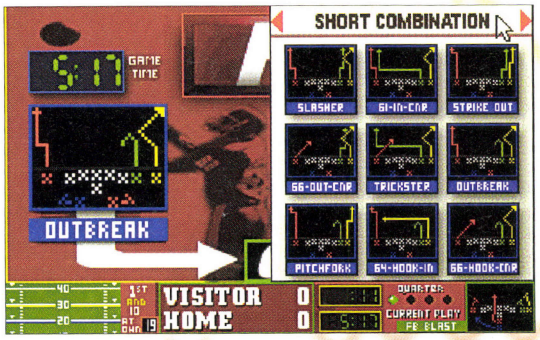


ACTUAL SUPER VGA & ANIMATION CLIPS SHOWN

LEGEND™
ENTERTAINMENT COMPANY

Quarterback Attack with Mike Ditka

By Christopher Lindquist



Memorize your receiver's routes to win.



Don't fret, Ditka's nice in this game—sometimes.



Incomplete! Video clips are good, but do become repetitive.

In the past, the terms "Digital Pictures" and "good game play" rarely showed up in the same sentence. Previous DP titles, such as the much-maligned Night Trap and the slick-but-shallow Slam City with Scottie Pippen, were about as interactive as a touch-tone phone—hit the keys in the right order and wait for something to happen.

DP's new Quarterback Attack with Mike Ditka takes a big step toward changing all that. This full-motion football sim still has its flaws, but the interactivity—and the level of fun—have increased dramatically.

You play the "Rookie," a wet-behind-the-ears QB who's been called in to replace the injured first-stringer. Like other DP titles, Quarterback Attack starts with a ton of high-quality, full-motion video, both of Coach Ditka and the other players. Unlike other DP games, which required little more than the proper mouse click at the right time, you must choose your offensive plays from a list of 69 passing and 10 running options.

Call the play, and you're immediately launched to video showing you walking up to the line. Hike the ball, and you switch to a behind-the-QB view that lets you use the cursor keys to dodge oncoming rushers. Hit another key to view your receivers. Wait for someone to get open, click to send 'em the ball, then watch the video to see if it was a completion, a drop, or—worse—an interception.

Passing alone won't win every game, though. You also need to call the occasional rushing play to keep the defense honest. To run, you simply pick a play, hike the ball, and watch your back try to avoid getting crunched.

Five levels of difficulty—from Junior to Pro—help keep things interesting. On the lower levels, defending linemen don't make it through your line as quickly, and you simply need to see an open receiver to complete a pass. But by the time you hit Pro, you must constantly be on the lookout for blitzing defenders, and completing a pass means not only finding the open man, but also moving a crosshair to the proper place for him to catch the ball. Let me tell you, it ain't easy.

If you succeed, you'll be rewarded with points, praise from Da Coach, and a high quarterback rating that will land you in the record books. Screw up, and you'll know what it felt like to be Bears' QB Mike Tomczak on a bad day.

So is this the ultimate use of video in computer gaming? Hardly. For starters, this game will not score with serious football sim fanatics. Forget seasons, forget play editors. This game is designed for quick-hit excitement, not for deep gridiron cogitation.

Second, it would have been nice if DP had let you take control on defense. Instead, you sit on the bench and watch a few highlights of your opponent's own offensive attempts—hoping they don't run up the score on you. Of course, real quarterbacks go through the same ritual every Sunday.

And, as with other full-motion video titles, you soon begin to feel that old deja vu, like you've seen that video clip before—and you have. Even so, if you're looking for a different approach to computer football gaming, there's nothing else like Quarterback Attack.



TIPS

- Pay attention to the defenders' formation as you come up to the line. If you see something you don't like, use one of your ten audibles.
- At higher levels, don't just point the crosshair at the open receiver. You have to lead him properly to get a completion.
- It pays to jump back to the behind-the-QB view to help avoid oncoming defenders. If things get too hot, you can always try to scramble for the first down.
- A sack is better than an interception, but throwing the ball away is better than a sack. Aim the crosshair high and let fly if you're about to hit the turf.



Quarterback Attack with Mike Ditka
Digital Pictures
800-332-0032

Platform: DOS CD
Requires: 486/33, 4MB RAM, double-speed CD-ROM, VGA, mouse
Street Price: $49

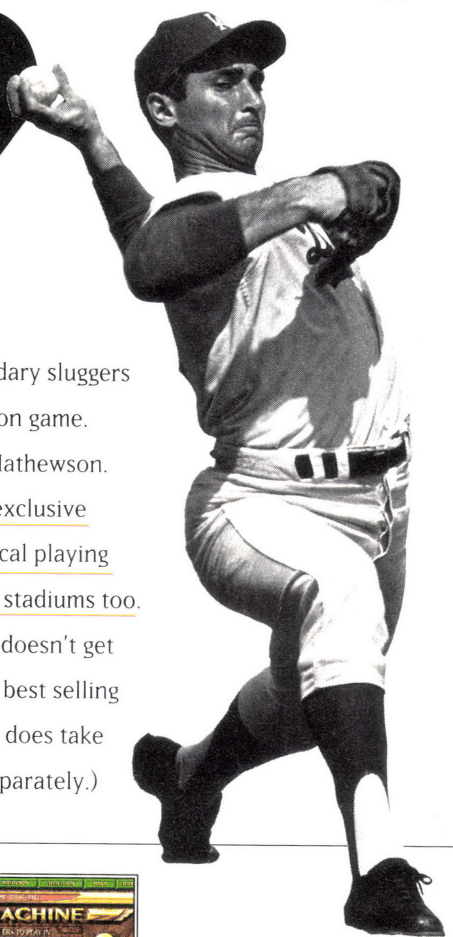
GAME PLAY:	★ ★ ★ 1/2
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ 1/2
SOUND CHECK:	★ ★ ★
VALUE:	★ ★ ★ 1/2

Digital Pictures actually makes full-motion video gaming fun to play.

STORMFRONT STUDIOS®

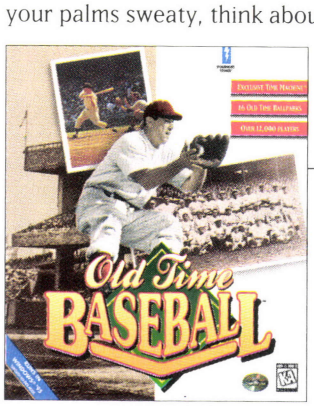
COULD THE BABE HANDLE KOUFAX'S SMOKE?

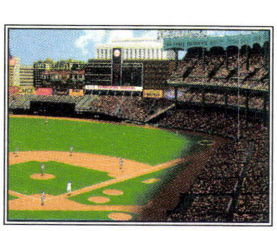




Old Time BASEBALL™

Announcing Old Time Baseball.™ You'll pit legendary sluggers against hurlers of another era in an exciting action game. Gehrig against Gibson. Hank Aaron vs. Christy Mathewson. And get smart results, because you're using our exclusive Time Machine™ technology to mathematically level the statistical playing field between eras. 110 seasons, over 12,000 players. The stats, the stars, and 16 classic stadiums too. The Polo Grounds, the House That Ruth Built - the fields you've dreamed of. And if that doesn't get your palms sweaty, think about importing today's stadiums, teams and leagues from the best selling Tony La Russa Baseball 3.™ Old Time Baseball.™ It really does take you out to the ball game. (Peanuts and hot dogs sold separately.)





16 classic stadiums from baseball's Golden Age.



Get smart results when you match up players from different eras.

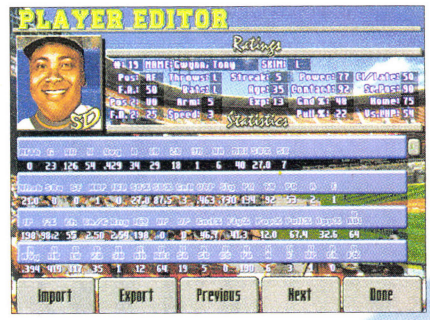
PC CD-ROM

For more information on Stormfront Studios, Inc., please write to P.O. Box 11686 San Rafael, CA 94912, or call (415) 479-2800

Stormfront Studios is a registered trademark of Stormfront Studios, Inc. Copyright 1995 Old Time Baseball is a trademark of Stormfront Studios, Inc. Tony La Russa Baseball 3™ is a trademark of Stormfront Studios®, Inc.

Hardball 5

By Bill Meyer

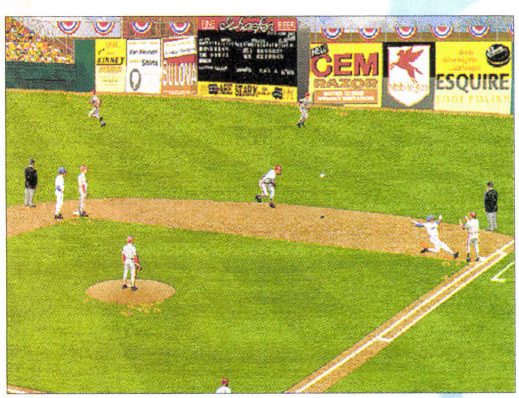


Hardball 5's wealth of stats keeps strategy fans in the know.

Accolade's Hardball 5 closes out its fifth season in the Majors with a batting average of about .295, 65 RBIs—and a few errors in the field. So while the game won't be catching the late-night bus back to Triple A, Hardball 5 is not quite an All-Star either.

To lead off, Hardball 5 is still the best-looking baseball sim around. And its pitchers and batters move more realistically than those in any other baseball game.

The new Big Batter view improves the look of the game and makes hitting more enjoyable. The game's 28 authentic major league stadiums and 12 nostalgic old-time ball parks are also first-rate. Accolade even made wise decisions on its classic team selections. Impersonating yesterday's greats—such as Jackie Robinson, Mickey Mantle, and Roberto Clemente—is a real kick, although you won't find the great Baltimore Orioles clubs of the late '60s.



On the harder skill levels, the computer is tough to beat.

As a strategy game, Hardball 5 smacks a line-drive double off the wall. Simulated seasons don't end with lopsided finishes and outrageous game scores. Individual performances from league stars are generally realistic, with variables such as the pitcher, inning, player health, and date ensuring that an Albert Belle or Ken Griffey Jr. bat is not golden every time.

You can track an unparalleled array of statistics through the season. The game rates pitchers, for example, on such factors as how they do against left- or right-handed batters. A new feature lets you predefine sets of stats for easy review at the touch of a button. And options for trading players and picking up free agents, such as a key pitcher for a Pennant race, add another strategic element. Finally, managing from the bench is a necessity. For instance, positioning fielders to account for the hitter's tendencies and the presence of base runners is key to winning in the higher ranges of the game's ten skill levels.

Unfortunately, Hardball 5 squanders some of its lead when it comes to hard-core, on-the-field action. The problem is that the game's computer players are just too good. Even at a middling skill level, opposing computer batters rarely strike out—even if you mix up your pitches effectively. Once in a while they'll swing at teasers outside the strike zone, but most of the time you are forced to throw hittable pitches. And even poor hitters seem to foul off tough pitch after tough pitch until you get a hard-fought grounder—or they crank you down the line or into the gap. The result is that computer batters blast an inordinate number of extra-base hits and dingers, making the action frustrating and unrealistic.

Other minor glitches include the overly complex method used to start a season, inappropriate modern uniforms for the historical teams, and some faceless players. And while Al Michaels' commentary is great, other sound effects, such as crowd noise, are less than stellar.

If you're fascinated by the strategic side of Major League Baseball, though, Hardball 5's wealth of stats and options will deliver hours of fun. Arcade-oriented baseball fans will have to play on the easiest levels just to have a shot at winning. So while Hardball 5 is good—probably the best baseball sim currently available—it's more like a triple than a homer.

Historic stadiums add a real touch of class to Hardball 5.



TIPS

- Pitch low to the inside and outside corners repeatedly. Avoid fastballs high and outside that allow batters to extend their arms.
- Throw a few heaters to the outside corner, one in the strike zone, the other just outside. Then come back with a slider, change-up, or curve low and inside the zone.
- If you see heat on the first pitch when batting, look for a breaking ball next—remember to wait on it.
- Start warming up your relievers by the third or fourth inning, especially if your starter has thrown a lot of pitches. It takes about an inning for relievers to get warm, and you don't want to get stuck if your starter gets into a jam.
- Review your schedule to set up the best pitching rotation. Make sure your premier pitchers are rested for tough games down the stretch.

Hardball 5
Accolade
800-245-7744

Platform: DOS CD
Requires: 486/33, 8MB RAM, DOS 5.0, Vesa-compatible VGA card, sound card
List Price: $49.95

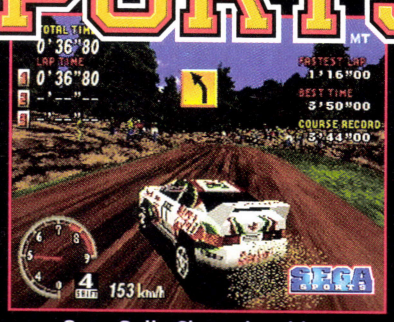
GAME PLAY:	★ ★ ★ 1/2
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★ 1/2
SOUND CHECK:	★ ★ ★ 1/2
VALUE:	★ ★ ★ ★

Hardball 5 doesn't play quite as good as it looks, but it's still the best baseball game on the field.

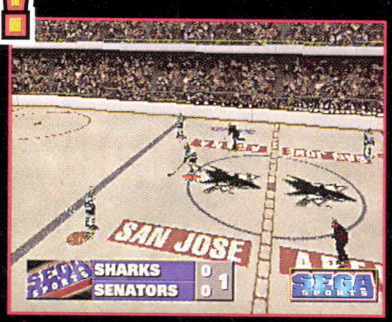
SPORTS!



World Series Baseball™
by Sega Sports



Sega Rally Championship™
by Sega Sports



NHL® All-Star Hockey
by Sega Sports

SPORTS!



Slam 'N Jam '96
by Crystal Dynamics



Worldwide Soccer™
by Sega Sports



Pebble Beach® Golf Links
by Sega Sports



Quarterback Attack '96™
by Digital Pictures

SPORTS!



Center Ring Boxing
by JVC



NFL Quarterback Club '96
by Acclaim



NBA Jam TE™
by Acclaim



Daytona USA™
by Sega Sports

IS THAT ALL YOU EVER THINK ABOUT?

COOL.

SEGA SATURN IS THE ULTIMATE SPORTS MACHINE FOR YOUR ONE-TRACK MIND.

FORGET THE SATELLITE DISH. TO GET THE GAMES YOU REALLY WANT, YOU JUST NEED SEGA SATURN. 17 ADRENALINE-JACKING GAMES IN SEVEN DIFFERENT SPORTS, INCLUDING SIX INTENSELY AUTHENTIC, EXCLUSIVE SEGA SATURN TITLES YOU CAN'T PLAY ANYWHERE ELSE! THE SPORTS EXPERIENCE IS SO REAL, YOU'LL THINK YOU'VE DIED AND GONE TO SATURN! SO GET YOUR NOSE OUT OF THIS MAGAZINE AND GET YOUR HEAD IN THE GAME!

SEGA SATURN™

A LITTLE TOO REAL

Sega is a registered trademark of SEGA. Sega Saturn, Sega Sports and all game titles are trademarks of SEGA unless otherwise noted below. Daytona USA is a trademark of the International Speedway Corporation, used under license from NASCAR Properties. All NHL logos and marks and team logos and marks depicted within this advertisement are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, Inc. © 1995 NHL. Images and course designs of Pebble Beach Golf Links are trademarks and service marks of Pebble Beach Company and are used by permission of Pebble Beach Company. Developed and programmed by T&E Soft. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. MLBPA logo © MLBPA MSA. Officially licensed by the Major League Baseball Players Association. The NFL Quarterback Club is a trademark of the National Football League. © 1995 Players Inc. All rights reserved. Cover photography © Sam Stone/NFL Photos, Louis DeLuca/NFL Photos. Crystal Dynamics and Slam 'N Jam are trademarks of Crystal Dynamics. © 1995 Crystal Dynamics. All rights reserved. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used , in whole or in part, without the prior written consent of NBA Properties, Inc. © 1994 NBA Properties, Inc. All rights reserved. Coin-Operated Video Game Software © 1994 home Version Sub-Licensed from Midway® Manufacturing Company by Acclaim Entertainment, Inc. All rights reserved. Developed by Iguana Entertainment, Ltd. Acclaim is a division and registered of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved. Marketed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, N.Y. 11542-2777. JVC Musical Industries, Inc. ©1995 Victor Entertainment, Inc. © Electronic Arts. Used under authorization by JVC Musical Industries. Digital Pictures © 1994, 1995 Digital Pictures, Inc. ©1995 SEGA. P.O. Box 8097 Redwood City, CA 94065. All rights reserved.

For game play help, call 1-900-200-sega in the USA ($.85/min. or $1.05/min [live]). Call 1-900-451-5252 in Canada ($1.25/min [live/recorded]). You must be 18 or older, or have your parent's permission. Touch-tone phone required.

Info: 1-800-see-saturn email: segasaturn@segaoa.com http://www.segaoa.com CompuServe: GO SEGA.

Trophy Bass

By Steve Klett



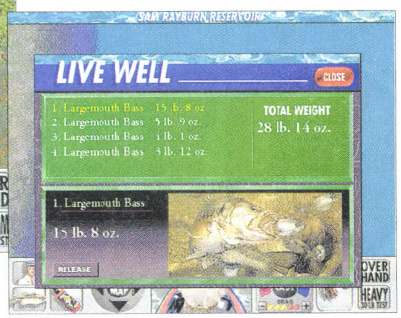
Hookup! Watch the tug-of-war meter in the lower left corner to see who's winning.

I know what you're thinking. A fishing game—how dull! But try to keep an open mind. When you think about it, trying to catch fish on a PC is no sillier than knocking a little white ball into a hole on simulated fairways.

With that rationalization in mind, let's examine Trophy Bass from Sierra On-Line, which attempts to capture the feel of fishing on the professional bass circuit (yes, there is such a thing).



Lots of weeds, but don't worry, no snags in this game.



Not a bad day on the lake.

Bass are found in just about every state in the US. Because of their fierce fighting ability and willingness to strike the silliest looking lures imaginable, bass are perhaps the most popular freshwater gamefish. Each year, pro bass fishermen compete in tournaments with purses in the $100,000 range, culminating in the Bass Masters Classic—the Super Bowl of bass fishing.

Trophy Bass features six virtual lakes for you to explore with your high-tech bass boat, which comes equipped with a live-well for your catch, an electric trolling motor, and a fish-finder (an electronic device that graphs the lake bottom and locates structures such as stumps and weeds as well as fish). You get your choice of just about every type of fishing pole and lure known to man, including casting, flipping, and spinning rods, plus spinners, jigs, soft baits, crank baits, and surface lures. Don't know what a Jig 'N' Pig is? Don't worry, an extensive multimedia help session with real tournament pros will step you through all the basics.

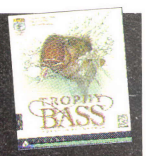
Each photorealistic lake is huge, taking an hour or more of game time to cross. Each is also a fisherman's paradise, teaming with bass in the 5- to 10-pound range, with more than a few world-record-class monsters of 20 pounds or more. Sierra has made every effort to accurately model bass habitat and behavior, so you must do your homework to land the big ones. For instance, if it's spring, bass hang out in the shallows for the spawn. Fish in more than 20 feet of water at those times, and you likely won't catch a thing.

Don't think you're ready for tournament pressure? Then choose a lake, time of year, wind speed, temperature, and water conditions and take a day off for fishing by yourself. Once you feel confident, choose the tournament option to enroll in a three-tournament circuit. Each tournament covers three days, and you can keep five fish each day. The fisherman who lands the highest weight total wins. Place in the top five at the end of the circuit, and there's a reward: You'll be invited to the game's tournament of champions—the Bass Masters Classic.

While Trophy Bass does a good job modeling the behavior of bass, a few simple tweaks could have significantly raised its fun factor. Cash purses instead of points for each tournament would have been nice, and I missed competing for prime fishing spots with other fishermen—you never see your competitors on the lake. Also, there are no snags in this game, so you'll never lose your lure, even if you cast onto the shore or break a fish off during a fight.

But those are only ripples on the surface. Trophy Bass is good fun for avid Sunday fishermen and a good dry-land learning tool for anyone looking to get into the sport. Give it a try—you may get hooked!

Trophy Bass
Sierra On-Line
800-757-7707



Platform: Win CD
Requires: 486/66, 8MB RAM, Win 3.1, double-speed CD-ROM, sound card
List Price: $54.95

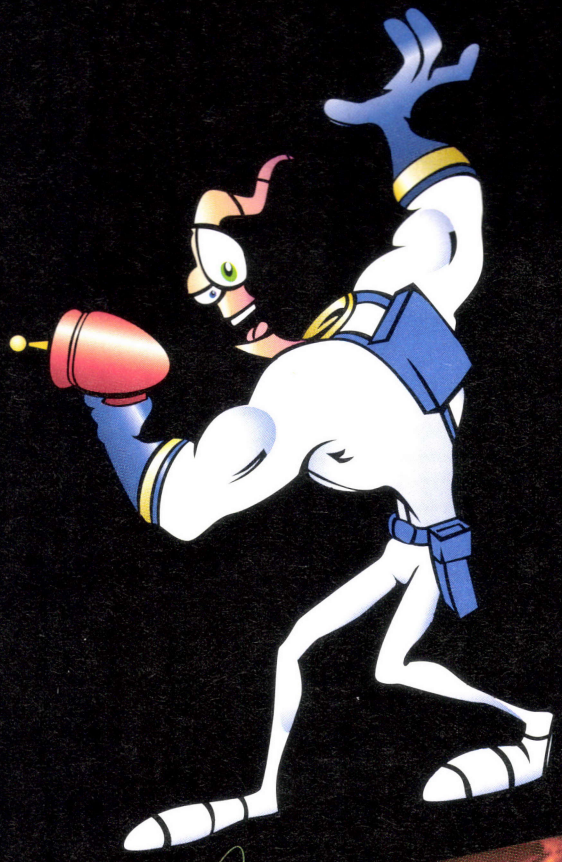
GAME PLAY:	★ ★ ★ 1/2
GETTING STARTED:	★ ★ ★ 1/2
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★ ★ 1/2

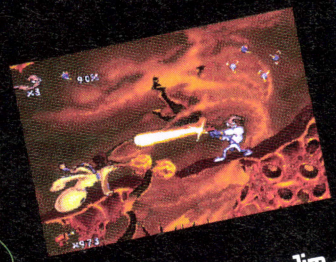
Trophy Bass is the finest fishing sim available, but it's not exactly in a competitive market.

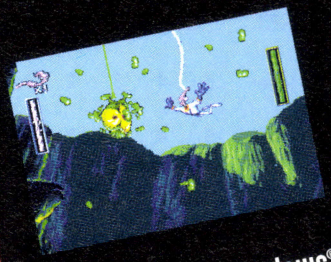


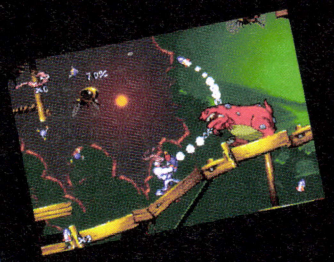
- **If the fish aren't biting, try varying your retrieve. Speeding up or slowing down your lure may entice wary or lazy fish to strike.**
- **Search around docks for fish in the morning, when lunkers often come out of the depths to look for baitfish.**
- **During a tournament, try fishing only for those fish you can actually see on the screen to save time and improve your chances of catching your limit.**

"maybe if you didn't play with that worm so much . . ."









EARTHWORM JIM™

The hit video game - Earthworm Jim - new and improved for Windows® 95.
Twenty potent levels. Pumping 256-color graphics. Heart-racing CD soundtrack.
It can get distracting.

Kinesoft DEVELOPMENT

ACTIVISION®

Worm your way to http://www.activision.com and win!

Activision is a registered trademark of Activision, Inc. ©1995 Activision, Inc. All rights reserved. Earthworm Jim and all related characters ©1994 Shiny Entertainment, Inc. Characters created by Doug TenNapel.

PC Entertainment FAX SURVEY

Name _____

Address _____

City _____ State _____ Zip _____

Phone number _____

E-mail address _____

Age _____ Gender _____

Please indicate whether you read and/or how useful you found each of the following articles from this issue of *PC Entertainment*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "5" for "very useful" to "1" for "not at all useful."

Editor's Page	All/Some/None	5	4	3	2	1
Letters	All/Some/None	5	4	3	2	1
News						
Game News	All/Some/None	5	4	3	2	1
Multimedia News	All/Some/None	5	4	3	2	1
Online News	All/Some/None	5	4	3	2	1
Leader Board	All/Some/None	5	4	3	2	1
Columns						
The Ref	All/Some/None	5	4	3	2	1
Wirehead	All/Some/None	5	4	3	2	1
Multimaniac	All/Some/None	5	4	3	2	1
Features						
Editors' Choice Awards	All/Some/None	5	4	3	2	1
The 2nd Annual Murphy's	All/Some/None	5	4	3	2	1
Judgment Day	All/Some/None	5	4	3	2	1
Guided Tour	All/Some/None	5	4	3	2	1
Games						
Dungeon Keeper (Preview)	All/Some/None	5	4	3	2	1
Game of the Month						
Star Rangers	All/Some/None	5	4	3	2	1
Action						
Destruction Derby	All/Some/None	5	4	3	2	1
3-D Table Sports/ ArcadeMania	All/Some/None	5	4	3	2	1
Wingnuts/Cadillacs & Dinosaurs	All/Some/None	5	4	3	2	1
Mortal Kombat 3	All/Some/None	5	4	3	2	1
Screamer	All/Some/None	5	4	3	2	1
Sega Games	All/Some/None	5	4	3	2	1
Pinball Roundup	All/Some/None	5	4	3	2	1
Action/Adventure						
Alien Odyssey	All/Some/None	5	4	3	2	1
Total Distortion	All/Some/None	5	4	3	2	1
TekWar	All/Some/None	5	4	3	2	1
Entomorph	All/Some/None	5	4	3	2	1
Adventure						
Silent Steel	All/Some/None	5	4	3	2	1
Bad Mojo	All/Some/None	5	4	3	2	1
Robot City	All/Some/None	5	4	3	2	1
Brain Drain						
You Don't Know Jack	All/Some/None	5	4	3	2	1
Role-Playing						
Stonekeep	All/Some/None	5	4	3	2	1
Simulation						
Capitalism	All/Some/None	5	4	3	2	1
SimIsle	All/Some/None	5	4	3	2	1
Exploration	All/Some/None	5	4	3	2	1
Sports						
Alexi Lalas Soccer	All/Some/None	5	4	3	2	1
Quarterback Attack	All/Some/None	5	4	3	2	1
Hardball V	All/Some/None	5	4	3	2	1
Trophy Bass	All/Some/None	5	4	3	2	1
Strategy						
Advanced Civilization	All/Some/None	5	4	3	2	1
Breach 3	All/Some/None	5	4	3	2	1
Caesar II	All/Some/None	5	4	3	2	1
Game Shorts	All/Some/None	5	4	3	2	1
Spotlight	All/Some/None	5	4	3	2	1
Edutainment	All/Some/None	5	4	3	2	1
Tech Shop						
Hot Technologies	All/Some/None	5	4	3	2	1
How Online Games Work	All/Some/None	5	4	3	2	1
S.O.S.	All/Some/None	5	4	3	2	1
Finishing Moves	All/Some/None	5	4	3	2	1

1) How did you get this copy of *PC Entertainment*?

- ❑ Subscribed
- ❑ Purchased at the newsstand
- ❑ Other _____

2. How many computer titles did you purchase in the past 12 months? ____

3. How many computer titles do you plan to purchase in the next 12 months? _____

4. How much did you spend on computer titles in the past 12 months? ____

Enter to Win!

Complete the survey to be entered into a drawing for a free game! Return your survey by January 19, 1996.

Mail to: PC Entertainment Survey
P.O. Box 5802
San Mateo, CA 94402

E-mail: E2Survey@IFTW.com

Fax: 415-349-8532

ONLY ON SEGA SATURN

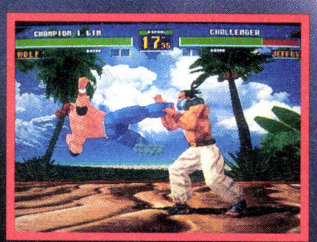


SEGA SATURN™

A LITTLE TOO REAL



WORLD SERIES BASEBALL™



VIRTUA FIGHTER™ 2



VIRTUA COP™



SEGA RALLY CHAMPIONSHIP™

SEGA®

Sega is a registered trademark of SEGA. Sega Saturn, Sega Sports, and all game titles are trademarks of SEGA unless otherwise noted below. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Properties, Inc. MLBPA logo © MLBPA MSA. Officially licensed by the Major League Baseball Players Association. © 1995 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

SEGA SATURN OFFICIAL SEGA SEAL OF QUALITY EXCLUSIVE

Advanced Civilization

By Barry Brenesal



Nothing flashy or imaginative here.



Pick an empire–any empire. They're all the same.



Expand your empire by balancing urban and rural populations.

Advanced Civilization? To invite comparison with MicroProse's classic simulation/strategy game Civilization is a bold move. Unfortunately, that's the only bold thing about this computerized version of Avalon Hill's Advanced Civilization board game of expansion and trade. Indeed, Advanced Civilization isn't really a computer game; it's a computerized board game that doesn't take advantage of the computer's capabilities.

The game's premise is quite simple: Take over as much territory as possible and advance all your civilization's "goals"—such as arts or democracy—before your opponents can do the same. Building cities can earn you goal cards. And you don't win by killing opponents, but instead by getting all the goal cards first.

You begin with a sketchy map of Eurasia. From three to eight players (combinations of computer and human opponents, including e-mail opposition) take turns choosing empire locations. Select whichever you want, as there are virtually no differences between empires (Africa is the same as Italy or Illyria), save for sea lanes and areas where you can construct your first cities. Plus, all the computer-driven players think alike—there are no expansionists, researchers, or perfectionist types to role-play against. The game also lacks Civilization's diplomatic options.

Players take turns moving tokens (representing rural populations or urban populations) over the map from area to area. When different players' forces settle in the same area, "battle" ensues, and one token is removed from each player's stack until one or the other population is eliminated. (If three populations are moved onto a space with two populations, for example, the two populations will be removed, and the larger group will be whittled down to a single population.) Forces that remain stationary in an area will continue to grow until they form city units. Another set of game units, ships, acts as nothing more than transport.

During your turn, you get to "draw" one Trade Good card for every city you possess. (Note the retention of board-gaming language. Goods don't grow or accumulate, they are drawn as cards.) Goods consist of common items—such as grain or timber—and calamities such as the plague.

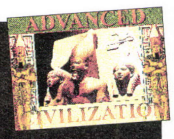
After movement comes Advanced Civilization's trade phase. This phase involves offers, alterations, acceptance, and refusal of trade possibilities between players, always consisting of a stack of three Goods. Some calamities may even be hidden in among regular Goods, since all personal stacks of "cards" are hidden from all other players. However, trade someone too many calamities, and the tables are likely to be turned on you later on.

Goods in turn can be exchanged for the "tools of civilization," a set of 24 cards that help your population in various ways. Arts cards, for instance, contribute to the purchase of Democracy and Literacy and reduce the effects of Civil War and Disorder. The game ends when your marker on the Archaeological Succession Table, which tracks tools acquisition and population, moves into the Finish space.

Advanced Civilization's graphics are 2-D, 16-color Super VGA—well done, but without animation or many help screens. As you may expect by now, the manual reads more like an informational reference than an imaginative how-to, leading you both through the game and into its unique world. The game's one tune, though decent, plays over and over again, with no other sound effects available.

Ultimately, whether you like or hate Advanced Civilization will depend on your acceptance of its design philosophy. There's certainly excellent balance and fine strategic possibilities here, but no color, excitement, imagination, or variety. Advanced Civilization makes a perfectly good board game, but as a computer game, it's a failure.

Advanced Civilization
Avalon Hill
800-999-3222



Platform: DOS CD
Requires: 486/33, 8MB RAM, Super VGA
List Price: $69.95

GAME PLAY:	★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★
SOUND CHECK:	★ ★
VALUE:	★ ★

A dull conversion of a good strategic board game.

TIPS



• Don't bother building ships early in the game, since you probably won't be able to support their upkeep. • Balance the expansion of rural population into surrounding areas with the concentration of urban population. The former extends your territory, while the latter helps create cities. • A tradable calamity card, such as Plague, may affect one player or all other players—but it will never affect the player who first traded it.

Citizens of Planet Earth:

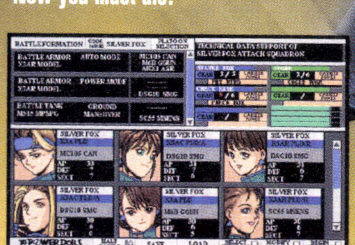
You Are the Enemy.

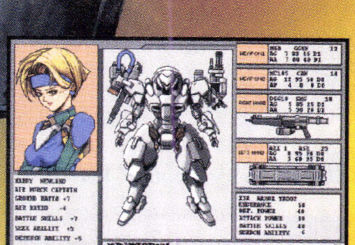
POWERDOLLS

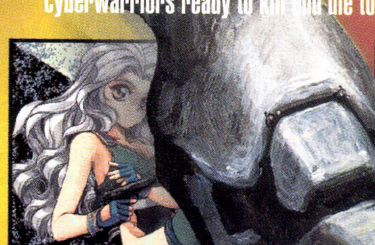
25TH CENTURY FREEDOM FIGHTERS

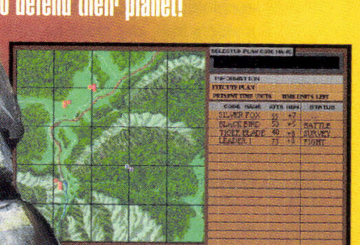
"You traveled across the galaxy to attack us. You claim our parents freely chose to colonize this world for you! No, This is our world! You drew first blood. Now you must die!

A Futuristic Paramilitary Simulation: Plan and lead a realistic rebellion. At your command is an elite force of highly trained, extremely deadly, female cyberwarriors ready to kill and die to defend their planet!









MEGATECH

To order, call 1-800-258-MEGA

KOGADO Software Products

AP ALL PLAYERS

DOS CD-ROM

© 1995 Megatech & Design, Inc., Torrance, CA 90501 • All rights reserved

Catch us on the Web: http://www.megatech-software.com

Minimum Requirements: O/S - DOS 5.0, Ram - 4MB, Video - VGA, CD-ROM - 2x, Hard Disk - 5MB, Sound - Sound Blaster & MIDI, Input - Mouse

Breach 3

By Christopher Lindquist





Keep close tabs on your Marines—they're not that smart.

Think back to the dawn of mercenary-style strategy games. Before Jagged Alliance, before X-COM, there was Breach. Then there was Breach 2. Now comes Breach 3.

And no one's really going to care.

Games like X-COM and Jagged Alliance have set a new standard for what to expect in merc-style games: compelling storylines, sophisticated artificial intelligence, good graphics, and deep game play. Breach 3 contains none of the above.



Finding a Marine's ratings is needlessly complicated.

The idea behind the game is basic enough. You select a campaign, choose your group of ten Federated Worlds Special Forces marines from a collection of as many as three dozen, arm them to the teeth, and then take on the baddies, be they members of the United Democratic Planets or alien beings.

You see the battlefield from a top-down perspective that gradually reveals itself as you order your marines to explore the surroundings. When they encounter the enemy, you shoot them or get shot. Simple, right?

The problem is that simple in Breach 3 is just another word for unsophisticated. The selection of weapons is limited, and you know exactly what arms and tools are available throughout the game from minute one, so you can't discover new technologies. Your marines are rated on more than a dozen skills, including accuracy, stamina and loyalty, but you can't find out the ratings without going into the campaign editor and looking them up in the marine editor. Many enemies seem to be programmed to charge straight at your guys on first sight, rendering some of your more powerful weapons, such as rockets and grenades, almost useless in combat. Your marines are just about as dumb, getting lost and wandering through doors before you order them to.

The game is also full of little annoyances. Some missions require you to kill a certain percentage of enemy forces, meaning you know almost exactly how many foes you're going to face from the word go. The game's box shows your marines identified with color photos, but the game actually uses grainy black-and-white. The music—whether you choose "Tune 1" or "Tune 2"—is uniformly awful. The sound effects are limited to some basic blasts, a bit of voice, and explosions. Sometimes a selected marine or group of marines will verbally acknowledge an order, sometimes not. The last five items on the campaign list are actually just sets of components you can use later to build your own campaigns. Of course, the game doesn't bother to tell you this until you've already selected one of them, created a saved game, and tried to play it. In fact, you can't simply read a description of any of the campaigns; you must always create a saved game and start to play before you get any info.



Mission accomplished!

Finally, Breach 3 play gets boring and repetitive, quickly devolving into a room-by-room search where enemies lie behind every door waiting to blow you away. Yawn.

Oh, did I mention the bugs? Well, let's just say that after you buy the game, you should immediately contact Impressions to find out about the latest patches. (A fix for the most serious bug—one that can reboot the system after you use a medical kit—is already available.)

Breach 3's big problem is that the merc-gaming world has become much richer in the past couple of years, but Breach has not. Let this one rest in peace.



TIPS

- **It's sometimes better to use a rocket or grenade to blow open a wall, especially if you can't enter a room from two different doors. You may kill some enemies in the blast, and you'll create a larger hole, allowing more marines to fire at once. The game is called Breach for a reason, after all.**
- **If you have access to oxygen tanks, take 'em. If you land on a world that doesn't have air, your marines will die immediately. Also, if you accidentally blast a hole through a ship's hull, any marines without oxygen won't be able to breathe.**
- **Take anything you see lying around, concentrating first on medical kits and explosives. It's the only way to gather supplies throughout a campaign.**
- **Protect your squad leader! If he or she dies, the game's over.**
- **Use less talented marines on early, easier missions. That way, if some die, you'll still have the best forces for later.**

Breach 3
Impressions
800-743-7725

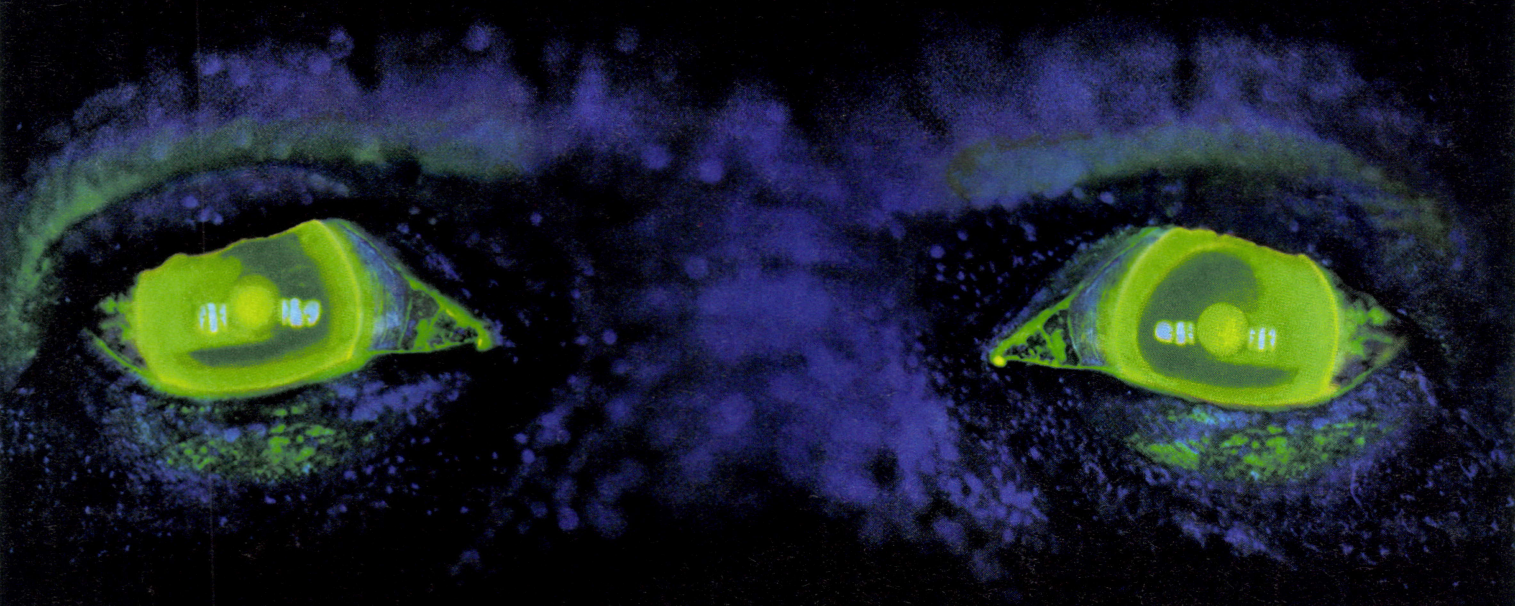


Developer: Omnitrend
Platform: DOS CD
Requires: 386, 4MB RAM, MS-DOS 3.31, VGA, mouse
List Price: $59.95

GAME PLAY:	★ ★ 1/2
GETTING STARTED:	★ ★ ★ 1/2
GRAPHICS:	★ ★ ★
SOUND CHECK:	★ ★
VALUE:	★ ★ 1/2

Breach 3 just can't keep up with the best of today's merc-based games.

WARNING: The Host of This Game is ***NOT*** User Friendly.



ATMOSFEAR™

He's the Gatekeeper and he wants to make your life a misery as you venture through this fractured race of frightening fun. Experience the best of all worlds in a game of speed, strategy, skill, suspense and stunning graphics as you journey through a land somewhere between nowhere and forever called The Other Side. Become one of the infamous Harbingers, then explore the six Provinces on a quest for the six keys needed to unlock the gates and unleash your powers. But be quick because time and the Gatekeeper are against you and everybody else is out to get you in this CD-ROM game of betrayal, Black Holes and blind trails.

ATMOSFEAR YOU CAN'T SAY YOU WEREN'T WARNED.

- For 1 to 6 Players
- 3-D SVGA Graphics
- Multiple Environments
- Wide Variety of Game Play



Based on the World's No.1 Video Board Game!

TIME WARNER INTERACTIVE

BBS: 1-818-295-6730
e-mail: TWIinfo@aol.com
America Online®: Keyword: TWI
World Wide Web:
http//www.pathfinder.com/twi

CD-ROM version © 1995 EMG Publishing, Time Warner Interactive and A Couple 'A Cowboys Pty Limited. All Rights Reserved.
"Atmosfear" is a trademark of A Couple 'A Cowboys Pty Limited.

Caesar II

By Steve Klett



Keeping your plebs happy is tough work.

After playing Sierra's Caesar II for hours and hours on end, I have finally learned the true cause of the downfall of one of history's greatest civilizations. Disease? Nope. War? No way. Rome self-destructed because of its greedy, selfish, and extremely lazy populace of plebs.

They almost got me too.

In Caesar II, you play the architect of Roman society. Starting as the humble governor of a small province, you must struggle to find peace and prosperity for your plebs. Succeed, and the Emperor will take notice and give you a larger province to run. Each province has its own unique set of challenges. Some are rich in minerals, while others are vulnerable to invasion from various barbaric hordes. Your goal? To become the next Caesar, of course.



Relieve your frustrations with a little combat.

The game is played in a SimCity-like fashion. You build roads, houses, schools, hospitals, markets, bathhouses, theaters, coliseums, temples, armies, and whatnot by simply clicking on the appropriate icon and then selecting a location on the screen.

Each time you place a structure, you must weigh its effects on your population, as your plebs are a finicky bunch. Every good pleb likes to be within easy walking distance of government buildings (forums), entertainment, schools, and—most importantly—bathhouses. Sounds simple, right?

Well, then there's the placement of markets, factories, and prefectures (a sort of Roman police station) to consider. While plebs also need to be within walking distance of each of these, they don't like to be too close. Housing property located too close to a business will not increase in value, but businesses need to have a sizable local work force to prosper. You may end up with blocks of housing where everyone is happy except for one little hut. Click on the hut to see what's wrong, and you may find it's too far from the nearest market or forum; meanwhile, its neighbor, a measly 50 yards away, is perfectly content. Ignore the one malcontent and you'll soon have a riot on your hands. Oh yeah, did you check to make sure everyone was tied into the water supply? Time to build a few aqueducts.

Luckily, Caesar II's interface makes it easy to keep track of nearly every vital game element. You simply click on a pull-down menu to find out important information such as water, tax, and security coverage, then make the necessary adjustments to keep as many people happy as possible. Alternately, click on one of those plebs walking around to see what he's got to say about your leadership abilities.

Caesar II also includes a campaign mode in which you govern at the province level. You must manage an army, set up trade routes with border towns, build ports, and repel invaders. Combat is limited and quite basic. When one of your legions intercepts invaders, you can take charge of the battle or let the computer determine the outcome. If you take charge, you simply direct the movements of your troops on the battlefield with basic point-and-click commands. The city-building portion is the heart of Caesar II: however, the campaign and combat options raise the game to a higher level than your average sim.

Graphically, Caesar II is a gem. Each building and structure is modeled in detailed Super VGA, and gorgeous—if repetitive—cinematics help bring your city to life. Acoustically, though, Caesar II is disappointing. You're limited to uninspiring background music and annoyingly repetitive ambient noises (think: cock-a-doodle-do). The game's online tutorial is also sadly lacking.

Fortunately, Caesar II's strategic element is so strong that you'll hardly notice these minor blemishes. This entertaining and highly addictive game is a must-have for strategy and simulation fans.

Caesar II
Sierra On-Line
800-757-7707



Developer: Impressions Software
Platform: DOS CD
Requires: 386DX/33, 8MB RAM, Super VGA
List Price: $59.95

GAME PLAY:	★ ★ ★ ★ ★
GETTING STARTED:	★ ★ ★ 1/2
GRAPHICS:	★ ★ ★ ★ 1/2
SOUND CHECK:	★ ★ 1/2
VALUE:	★ ★ ★ ★

SimCity with Centurions, not to mention great graphics and excellent game play.



- **You can't please all the plebs all the time—you really can't. The wise Caesar strives to walk the fine line between prosperity and anarchy.**
- **Remember to reward yourself from time to time with a raise. A fat savings account is handy in times of economic depression.**
- **Try to build education and entertainment structures in a central location where many housing developments can share them.**
- **In campaign mode, begin by building an army.**

GET DISTORTED.

★"TOTAL DISTORTION doesn't have to prove it's cool, it knows it's cool."
-c/net 100, Guide to the Hotest CD's

★"The video editing station alone is worth the price of admission, it can keep you occupied for days."
-Multimedia World

★"[TOTAL DISTORTION] is a knock out— far surpassing not only most other CD-ROM'S but also most rock videos in visual style and wit.
-LA Times

★"...TOTAL DISTORTION is a blast to play."
-Electronic Entertainment

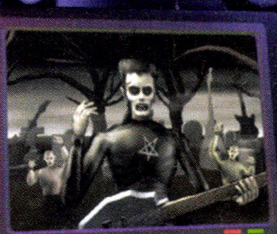


TAKE COMMAND OF THE FUN-PACKED PERSONAL MEDIA TOWER!

OVER $50,000 IN PRIZES
Enter the Total Distortion video contest and
WIN FAME & FORTUNE
(DETAILS INSIDE THE GAME BOX)
DIRECT A REAL MUSIC VIDEO IN SAN FRANCISCO



CREATE MUSIC VIDEOS AND SELL THEM TO INTERNATIONAL TV SHOWS!



EDGAR DEATH PLAYS THE SONIC CEMETERY-YOU DIRECT!

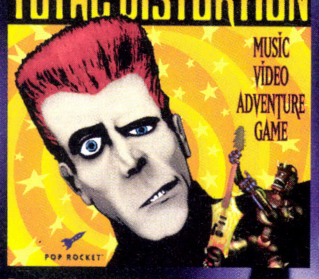
GET TOTAL DISTORTION!

The first and only "Music Video Adventure Game" is unlike any game you've ever played. Achieve fame and fortune-or die trying. Integrating adventure, music video production, capitalism, rock n' roll, battles, puzzles, mazes, arcade games, supernatural stage shows and more, TOTAL DISTORTION will endlessly entertain you. See for yourself why the critics are calling TOTAL DISTORTION one of the all time great CD-ROMS.

NEW MEDIA INVISION
MULTIMEDIA AWARDS 1994
GOLD M

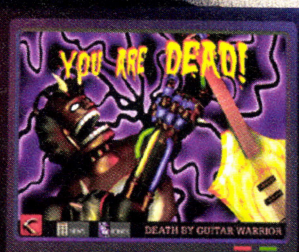
MULTIMEDIA WORLD ALL-STAR

TOTAL DISTORTION

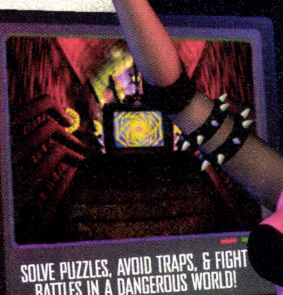


AVAILABLE NOW FOR MAC AND WINDOWS CD-ROM

POP ROCKET



SO MANY WAYS TO DIE! THE DISTORTION DIMENSION IS A DEADLY PLACE!



SOLVE PUZZLES, AVOID TRAPS, & FIGHT BATTLES IN A DANGEROUS WORLD!



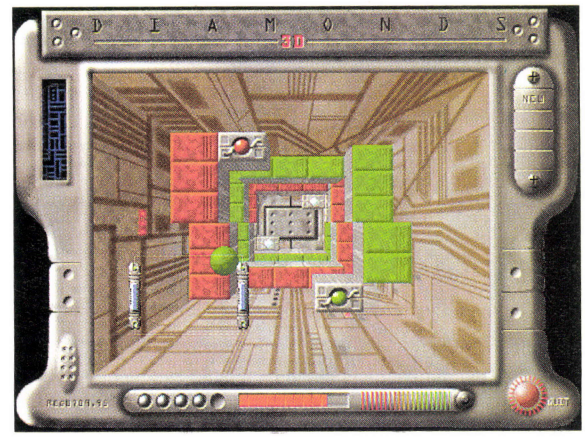
Pop Rocket 1320 7th Ave. San Francisco, CA 94122
• Main Tel: 415-731-9112 • Fax: 415-731-1710
• Email: PRocket@poprocket.com • See sneak previews, enter contests and more at: http://www.poprocket.com

© 1995 Pop Rocket, Inc. ALL RIGHTS RESERVED. Total Distortion™, Pop Rocket™, and the Pop Rocket logo are the trademarks of Pop Rocket, Inc. All other brand names and product names are trademarks of their respective holders.

Diamonds 3D

Just when you thought Breakout was dead and buried, along comes Diamonds 3D.

The idea behind the game is certainly familiar: use a paddle to send balls toward colored bricks. Hit a brick, and it disappears. Oh, there are a couple differences this time around of course. The bricks are diamond-shaped now. And each time the ball hits the paddle, it gives the paddle a charge that you can use to grab and position the ball before relaunching it.



Diamonds 3D may not be unique, but it still can be addictive.



Diamonds 3D
Varcon Systems
800-563-6502

Platform: Mac CD
Requires: 68030, 4MB RAM, 256-color monitor, double-speed CD-ROM drive
Street Price: $19.95

GAME PLAY:	★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★ 1/2
SOUND CHECK:	★ ★ ★ 1/2
VALUE:	★ ★ ★ 1/2

Knock out all the colored bricks, and you advance to the next level to do it all over again. Miss the ball, however, and you'll be punished with the sound of a shattering window—and loss of the ball. You only get a total of five balls, and they can disappear pretty fast during the game's increasingly difficult 50 levels.

In the first level, you only need to deal with the standard grey diamond bricks. But as you move upward through the levels, you will encounter multiple colored bricks that must be eliminated before you can erase the greys and move to the next level.

Not only does Diamonds 3D resemble Breakout in game play, it also sports similar sounds, which is not necessarily a good thing—it is the '90s, after all. The game's 3-D graphics are not very interesting, either. Controlling the paddle with the mouse takes some practice, but soon becomes second nature. You can get hooked on Diamonds 3D; just don't expect anything groundbreaking. *—Catherine D. Peddie*

Alexi Lalas Red Hot Soccer

With his brilliant red hair, goatee, and gritty, hustling style of play, Alexi Lalas made quite a name for himself on the US World Cup team. So, like any other good businessman and superstar athlete, Lalas has decided to cash in on his name and talents.

The result is Alexi Lalas Red Hot Soccer, an unconventional soccer game from Ubi Soft that is more arcade than simulation. Like Lalas, Red Hot Soccer is something of a maverick.

For starters, not only do you have to try and beat your opponents, but at times, you will have to avoid things like animals or other stray objects that somehow make their way onto the playing field during a match.



Alexi not only makes a good soccer game, he can sing too.

There are no World Cup teams. Brazil, Italy, and the United States are not on the disk. Instead, you get 16 fictitious teams, but that's part of Red Hot's charm—it doesn't take itself too seriously. The game plays fast and furious, as the refs are quite blind to personal fouls.



Alexi Lalas Red Hot Soccer
Ubi Soft
800-824-7638

Platform: DOS CD
Requires: 486/25, 8MB RAM, DOS 6.0, double-speed CD-ROM drive
List Price: $39.95

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★
GRAPHICS:	★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★

Graphically, Red Hot shines. The players are big and nicely detailed. However, because of their size, you can only see about a quarter of the field at any given time. Thankfully, a diagram in the lower left-hand side of the screen shows the location of all the players. Of course, the eye candy comes with a performance penalty. On a 486/100, player movement was sluggish and choppy.

One of Red Hot's most pleasant surprises was Lalas' musical talents. The redhead is featured on the game's soundtrack, and he can actually sing (Lalas's CD, *Woodland,* will ship with the game). Lalas also provides decent, if corny, play-by-play commentary. Excellent noise, including chants and songs, make sound one of Red Hot's strongest assets.

If you're looking for a true soccer simulation, pick up a copy of EA Sports' FIFA '96. If you're in the market for something a little out of the ordinary, then check out Alexi Lalas Red Hot Soccer. *—Andrew Miller*

IT'S COMING



SIRTECH

DON'T JUST DODGE ROCKETS,

DANCE WITH THEM,

SING A SONG TO THEM,

THEN **TATTOO**

YOUR

ON THEIR

NICKEL
PLA



Microsoft®

WHERE DO YOU WANT TO GO TODAY?™

You play games like a natural born gamer.
Enveloped in digital optical technology,
you fire with the accuracy of an eagle
packing high powered binoculars.
Every minuscule move you make is
transmitted quickly down the line of fire.
Every handle rotation, a new twisted
SideWinder™ 3D Pro gamer viewpoint.
You and the joystick are one.
And this is one joystick that never begs for mercy,
as its optical tracking system has no moving parts
to grind or molest.
Bullets curse when they miss, listen.
It's a phenomenon known only by those who choose
a joystick that needs no re-calibration
and tracks you at the speed of light.
This is the jet black void of the gaming experience.
This is the SideWinder 3D Pro joystick, compatible
with all MS-DOS®-based and Windows® 95-based games,
the elder of the SideWinder joystick family.
All the dexterity of a gaming demigod is yours to
call upon, and with one finger you vent retribution
on every shiny dark destructive heart.

INITIALS

TED

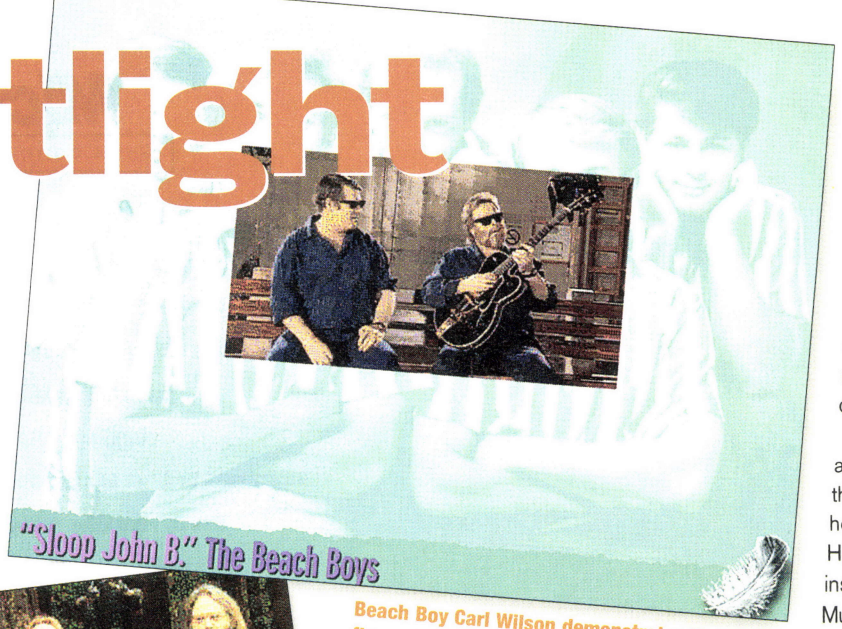
SKULLS.



95 Microsoft Corporation. All rights reserved. Microsoft, MS-DOS and Windows are registered trademarks and SideWinder and *Where Do You Want To Go Today?* are trademarks of Microsoft Corporation.

Spotlight

Software



Beach Boy Carl Wilson demonstrates the guitar figure for "Sloop John B." for brother Brian.

TUNES OF THE TIMES

Forrest Gump: Music, Artists And Times

Platform: Win/Mac CD
Rating: ★★★★1/2



Stephen Stills and Neil Young laugh about their Buffalo Springfield days.

Who knew that those enigmatic posters in the summer of 1994–the ones simply saying "Gump is coming"–would lead to such a phenomenon? An Academy Award movie, smash soundtrack, and boffo video release later, *Forrest Gump* crosses over into multimedia with GTE Interactive's Forrest Gump: Music, Artists and Times (previewed in Sharp Edge, October 1995, page 12), a smart three-disc look at the movie's music.

Framed by an easy interface keyed by the floating feather that opens and closes the movie, the newest Gump highlights all 32 songs in the film with video interviews with song performers, writers, and producers. These fascinating little slices of history include such treats as a discussion with Motown writer Lamont Dozier on the Four Tops' smash "Sugar Pie, Honey Bunch." But often the chats range farther afield, with interesting results; Beach Boy Carl Wilson, for instance, recalls being a conscientious objector to the Vietnam War. There are also partial video performances by every artist, as well as clips from the movie scene that featured the song.

The discs also include the full texts of all the interviews, talks with film scorer Alan Silvestri and executive music producer Joel Sill, and a timeline featuring news footage from each song's era. Even if you didn't like the movie, you'll find this CD-ROM set an entertaining and invaluable archive of almost three decades of classic rock and history. One caveat: You'll need a Pentium or '040 Mac to fully enjoy the performance. (GTE Interactive; 800-483-8632; $39.95) *–Donald St. John*



Being funny more than once is the big challenge for computer comedy.

FUNNY BUSINESS

Comedy Classics

Platform: Win 95 CD
Rating: ★★★1/2

Somehow, amid all the hype over Windows 95, nobody's seemed to find much humor in it. Comedy Classics, desktop entertainment software from Questar Video, Turner Home Entertainment, and Kinasoft Development, uses Charlie Chaplin, Laurel and Hardy, Abbott and Costello, The Three Stooges, and other comedy greats to inject some levity into Mr. Gates's latest brainchild.

Comedy Classics' theater shows some 50 minutes of black-and-white video, fills the library with photos and biographies, and–as in Moon Valley Software's ROMaterial or ESPN Sport Shots–lets you use sounds, images, and animations as Win 95 system noises, cursors, wallpaper, and screen savers.

As with most comedy software, the jokes quickly start to repeat themselves, but this classic material has stood the test of time; it can handle a little repetition. (Questar Video; 800-633-5633; **http://www.questar1.com**; $19.95)

–Fredric Paul

FINGER-LICKING GOOD

Play Blues Guitar

Platform: Win CD
Rating: ★★★★1/2

Learn to play the blues from a white guy on CD-ROM? Impossible? Not at all. Play Blues Guitar with Keith Wyatt is a well-conceived and well-designed tutorial that teaches rhythm and lead guitar using four classic blues forms. It's a great way for players at all levels to refine their blues chops.

Don't be scared away by the fact that Wyatt is not a household name: He's head guitar instructor at the Musician's Institute in Hollywood and a columnist for *Guitar Player*. More importantly, though, he's a sterling musician. No noodling here, just sophisticated rhythm concepts and vintage lead phrases that can really improve the way you play.



Learn some classic licks from Play Blues Guitar with Keith Wyatt.

Beyond Wyatt's fret skills, the disc's design and song selections–a shuffle, slow blues, 16-bar minor blues, and 8-bar blues–let him effectively cover a wide range of stylistic devices in a digestible format. First, you hear each of Wyatt's four original tunes in their entirety. Then he isolates the intro, first chorus, and second chorus of each tune, using a real-time video demo and a slower concept-based lesson. The program's animated fretboard helps you nail down exact finger positions. You can slow the tempo to a crawl until you catch on and even loop a song's MIDI track until you master every slur and bend.

For authenticity, Wyatt carefully attributes each lick to giants like Albert King, B.B. King, and T-Bone Walker. Except for a slight murkiness in the videos and some goofy

remarks from the teacher, Play Blues Guitar with Keith Wyatt is a training course blues players can't afford to miss. (Play Music; 800-887-7529; $59.95) *–Bill Meyer*

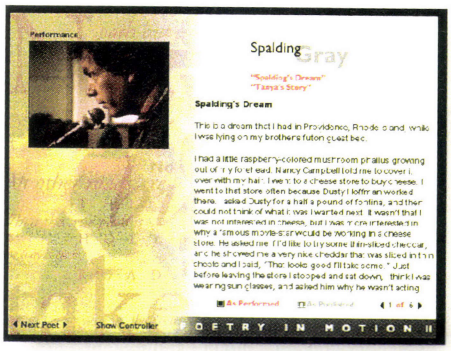
COMPUTER COFFEEHOUSE

Poetry in Motion II

Platform: Win/Mac CD
Rating: ★ ★ ★ 1/2

Voyager's Poetry in Motion II, the sequel to Ron Mann's CD-ROM-based multimedia compendium of contemporary poetry, is as simple and elegant an effort as the first disc (see "Books Without Paper," May 1994, page 47).

Poetry in Motion II features the work of 24 modern poets, including Ted Berrigan, Charles Bukowski, Jim Carroll, Allen Ginsberg, Spalding Gray, Cookie Mueller, and Eileen Myles. All of the artists except Bukowski are shown performing one or more of their works in short video clips. Ten of the artists also appear in short interview clips. Unfortunately, none of the clips are dated.



Monologist Spalding Gray shines in Poetry in Motion II.

The disc's interface is genteel and unobtrusive–so much so, in fact, that you can click on the title bar to return to the main screen. Otherwise, Poetry In Motion II makes an interesting smorgasbord of poetic tidbits–some rhyme, some don't, some we liked, some...well... But isn't that the nature of poetry? (Voyager; 800-446-2001; $29.95)

–Ann M. Marcus

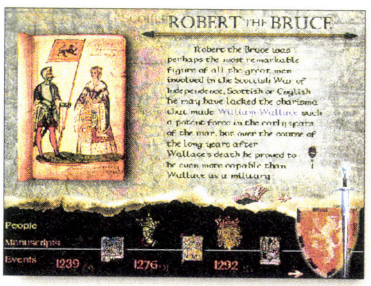
SERFING HISTORY

Braveheart

Platform: Win CD
Rating: ★ ★ ★ 1/2

Medieval Europe was no picnic: Most people lived as dirt-poor serfs struggling for survival, while a few feudal lords made deals and dabbled in political intrigue. And every class had to contend with famine, war, and The Plague.

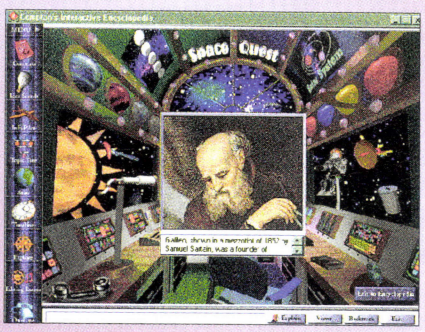
Inspired by the blockbuster film, Braveheart from Midisoft offers an inspiring look at this brutal but colorful period. The Windows CD-ROM delves into the life and times of William Wallace (played by Mel Gibson in the movie), a commoner



Conspiracies shaped Scotland's history.

REFERENTIAL TREATMENT

Staying Current



Compton's Interactive Encyclopedia has fun learning environments for kids.

CD-ROM encyclopedias pack in lots of valuable information, but facts become outdated on a disc just as fast as in a printed volume. The latest versions–Microsoft Encarta 96, Compton's Interactive Encyclopedia 1996 (CIE), and The 1996 Grolier's Encyclopedia–address the problem with online updates, links to major online services or the World Wide Web that deliver the latest information. Of course, each encyclopedia has lots of new content on disc, too. So, which should you buy? Encarta is the most sophisticated–a good choice for high-schoolers and adults. Even better, its online components lead the pack. Compton's makes sense for families with younger children, thanks to its kid environments, Info Pilot, and Editing Room. Compton's sweetens the deal by throwing in Cambrix Publishing's Small Blue Planet atlas for free. Even Grolier's does a thorough job, with extensive search capabilities and a bonus CD-ROM: Modern Art: A Visit to the Foundation of Marguerite and Aime Maeght.

–Christine Grech and Ann M. Marcus

	Encarta 96	CIE 96	1996 Grolier's Encyclopedia
Company	Microsoft	Compton's NewMedia	Grolier Electronic Publishing
Phone	800-426-9400	800-862-2206	800-285-4534
Price	$54.95	$49.95	$49.95
Online connection	Microsoft Network, World Wide Web	America Online	CompuServe
Types of updates	Monthly updates automatically marked in the program	Text articles only	12,000 articles linked to CompuServe
Best online feature	Automatically integrated into encyclopedia; free for first year	AOL forum has monthly theme that includes events and educational resources	Large number of online links
Biggest online drawback	Downloads data you may not care about	Online updates not integrated into encyclopedia	Doesn't match online data to disc, no updates to encyclopedia
New and updated articles/Total articles	7,000/26,000	2,200/35,000	7,200/33,000
Number of photos	8,000	8,000	8,000
Best new feature	Monthly updates	Exploratory environments for kids	Interactive activities that demonstrate various concepts
Platform	Win CD	Win CD	Win CD, Mac CD
Rating	★ ★ ★ ★ 1/2	★ ★ ★ ★	★ ★ ★ 1/2

Spotlight

Scotsman martyred by fighting for his family's honor.

A very clean interface steers you through the disc. Learn about medieval lifestyle, warfare, society, and culture through beautiful illustrations and audio and video clips taken from the film. You'll also get to peruse the movie's original storyboards and peek behind the scenes at the stunts used in the exciting battle scenes. Interviews and biographical information on all the stars add a touch of glamour. There are even a few games to test your knowledge of dates, facts, and medieval trivia, and strategy fans can check out the animated troop movements of the famous battles of Bannockburn and Stirling Bridge.

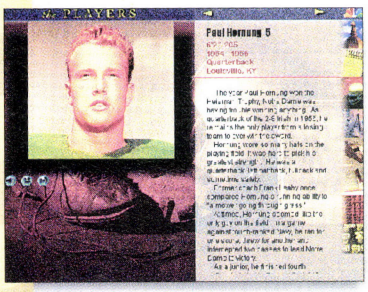
Although *Braveheart*'s grandeur does not translate well onto the computer's tiny screen, this multimedia disc reveals telling details of the hardships and triumphs behind the pageantry. (Midisoft; 800-776-6434; $49.95) *–Joy J. Ma*

FOR IRISH EYES ONLY

The Fighting Irish

Platform: Win CD
Rating: ★ ★

Fans of Notre Dame football will have all winter to look at The Fighting Irish: The History of Notre Dame Football from NBC Sports and Luminair Multimedia. And they'll need that long to check out everything on this overstuffed title and to dodge and tackle its plethora of performance problems.



Notre Dame's Paul Hornung, the Golden Boy of the Golden Dome.

Content-wise, The Fighting Irish compares favorably with Notre Dame Football, a similar title from Stella Interactive and ABC Sports (see Spotlight, December 1995, page 36). It includes some of the same material (notably the famous 1930 locker room pep talk from legendary coach Knute Rockne), but The Fighting Irish goes into more depth on the players and coaches that created ND's 100-year-plus tradition. Archives, records, and video choices also match up well, with narrated clips from smooth-voiced sportscaster Don Criqui. The rah-rah element gets to be a bit mawkish at times, but true Irish fans will never notice.

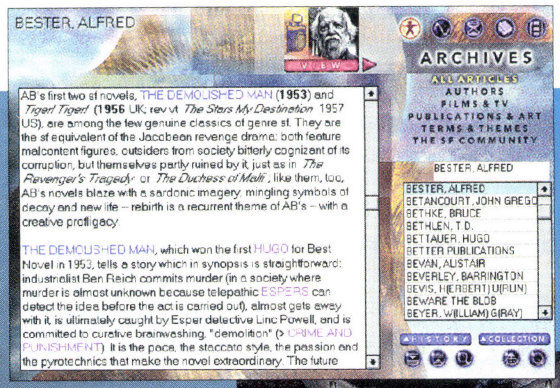
Where The Fighting Irish gets sacked is in performance. It ran hopelessly slowly even on a Pentium 75 with a quad-speed CD-ROM drive. Loading a mere team picture required a grueling wait. The mediocre navigation tools sometimes trap you with no choice but to go back to the main menu. And forget about getting decent sound or any video at all on a 486. Notre Dame gridiron zealots will likely want both titles, but if one will do, punt on this one and make it ABC's Notre Dame Football. (Macmillan Digital USA; 800-910-0099; $49.95) *–Donald St. John*

THE OUTER LIMITS

Strange Disc Days

Grolier Science Fiction
Platform: Win CD, Mac CD
Rating: ★ ★ ★ ★ 1/2

Leonard Nimoy Science Fiction
Platform: Win/Mac CD
Rating: ★ ★ ★ 1/2



Grolier delivers a gold mine of cool sci-fi information.



Find classic sci-fi novels in Leonard Nimoy Science Fiction.

If you've always been intrigued by the limitless possibilities of the future, a pair of new science-fiction CD-ROM releases are now competing for your attention.

Grolier's Science Fiction: The Multimedia Encyclopedia of Science Fiction, adapted from the book, is an exhaustive catalog of just about everything to do with the genre: famous and obscure authors, themes, books, movies and television shows, and more. Knowledgeable hyperlinked essays treat subjects seriously but without cloying reverence. Movie and sound clips illustrate the changes in 100 years of science fiction. And the interface makes it all easy to find. You can even reserve your favorite topics by adding them to a self-designed collection. It's not perfect–you can't easily go back to a screen you've left–but Grolier's Encyclopedia of Science Fiction is a fabulous resource for the mildly curious, the severely addicted, and everyone in between. (Grolier Electronic Publishing; 800-285-4534; $49.95)

Leonard Nimoy Science Fiction: The Gold Collection Volume I and Volume II doesn't quite measure up, but is still a nice archive of futuristic fiction. The Spockster appears in the intros on both discs and in several videos that examine the growth of modern science fiction. Scholars of the genre, such as George Slusser and James Gunn, reminisce about the heyday of sci-fi, and you'll get the complete texts of 24 science fiction works and excerpts from 20 more, including pieces from Edgar Allan Poe and Mary Shelley as well as from such modern authors as Robert Silverberg and Poul Anderson. Also featured is a rich archive of seminal pulp-magazine cover art. All of this is bundled in an attractive interface, although we could have done without the repetition of biographies and videos in every room. (Global Interactive; 800-442-7127; $49.95 per volume) *–Donald St. John*

TUNE UP WINDOWS 95

WinProbe 4

Platform: Win/Win 95
Rating: ★ ★ ★ 1/2

Ever wonder what's *really* going on inside your PC? Ask WinProbe 4, Quarterdeck's new utility for Windows 3.1 and Windows 95.

WinProbe 4 is actually a set of utilities designed to check out and report back on your PC's hardware. It'll tell you everything from the type of hard drive you have to the size of your motherboard's cache to the amount of memory you have left for running your programs. Arcane? Yes. But that info could prove invaluable for troubleshooting system

continued on page 128

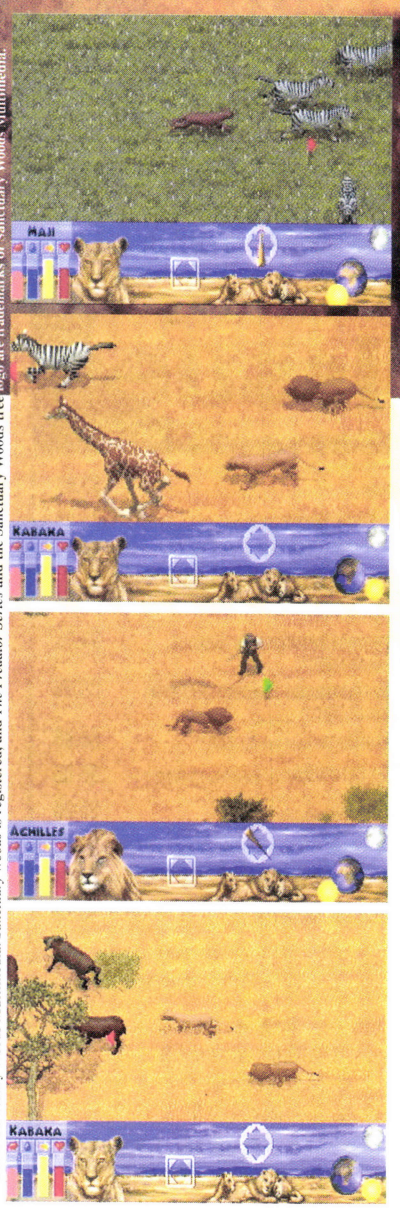


WinProbe's main screen gives you a ton of info about your PC.

"I just escaped two poachers, brought down a wildebeest, and kept a pack of hyenas at bay... *all before lunch!*"

Here's a game you can really sink your teeth into.

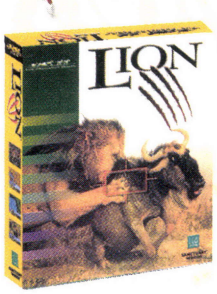
LION



You are "the King of Beasts," in this incredible wildlife simulation. Experience the thrill of the hunt! Sniff out prey. Attack the stray buffalo. Pounce on gazelles. Feast on zebras. Life is good when you're King... or is it? Poachers and predators abound. Food and water are scarce. It's 'Survival of the Fittest' in the brutal wilderness of the African Serengeti.

Rule the savage plains. Play 20 different lions, each with a distinct personality, talent and kill rating. Complete 20 mission-based scenarios which contain exciting, realistic, and deadly challenges. Play as a single nomad or control a pride of 5 lions as you go for the kill. Radar-style maps locate 11 varieties of prey. Take a mate and raise your cubs into the fiercest pride on the savanna.

Hone your killer instincts. Master the skills of survival. Choose from 5 difficulty levels in the free-form simulation, then dominate the vast terrain. Fast, fluid 3-D graphics and dynamic sounds create the ultimate simulation. Experience the ferocious power of Lion today! Where else can you be rewarded for your animal behavior?



Available for PC DOS/Windows or Macintosh CD-ROM

Visit us on-line @ http://www.sanctuary.com and find out how you can get a demo of LION.

THE PREDATOR SERIES™

Games you can really sink your teeth into.

SANCTUARY WOODS®

©1995 Sanctuary Woods Multimedia. *Sanctuary Woods* is registered, and *The Predator Series* and the Sanctuary Woods tree logo are trademarks of Sanctuary Woods Multimedia.

Spotlight

problems. WinProbe 4 even monitors your system resources and optimizes them to help avoid crashes.

You also get four other utilities: a version of the CleanSweep uninstaller, a CD troubleshooting utility, editors for Windows .INI and Registry files, and the Quarterdeck Mosaic World Wide Web browser. All for less than $50.

Unfortunately, WinProbe 4 ought to have gone a little further. For instance, the TuneUp feature offers tips on optimizing Windows performance, but doesn't seem to base them on your particular configuration. And unlike some other utilities, it doesn't actually perform any of its recommendations for you. Plus, WinProbe's bonus utilities come on a single CD-ROM with exceptionally sparse documentation, making them seem more like a last-minute toss-in than a unified part of the package.

But if you want the low-down on your PC's innards, you'd be hard pressed to find a better package for the money. (Quarterdeck; 800-683-6696; $49.95)–*Christopher Lindquist*

DIGITAL DOCUMENTARIES

World Wars On Disc

Platform: Win CD
Rating: ★ ★ ★ ★

If, like me, you're a war history buff but often find books covering the World Wars too dull to hold your interest, FlagTower Multimedia may be able to do a better job.

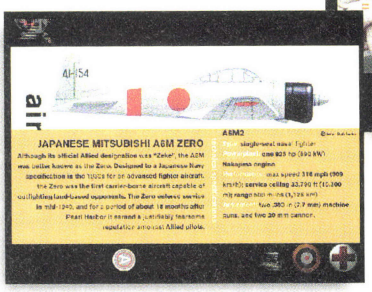
FlagTower's three new interactive war documentaries–World War I, World War II, and The War In The Pacific–integrate historical research, sharp graphics, rare film footage, photographs, and narration to provide an enjoyable, captivating history lesson.

Each title covers weapons and technology, people, key events, and more, which you can peruse either in a preset order (by simply clicking on one button) or randomly, as you choose. Each disc comes across in a style reminiscent of public TV documentaries, complete with brisk narration (sometimes a bit too brisk).

The World War I title strives to capture not only the essence of "The War To End All Wars" but also the politics and culture from which it arose. The disc contains more than 20 minutes of historical film clips, 500 photographs, and 60 battle maps. A compelling story of the strategies and events that dictated the war's outcome ties together all the elements. Powerful video interviews with Great War veterans bring home its impact.

The World War II title ships on two CD-ROMs with more than 40 minutes of seldom-seen film footage from France, Russia, Germany, and the U.K.–more than 2,000 photographs, 100 battle maps, and two hours of commentary covering every major war theater. It, too, covers the conflict's political and cultural issues.

continued on page 130



The Japanese Zero is one of WWII's most famous aircraft.



View stirring, authentic WWI photos.

PC Entertainment Back Issues

#1	January 1994	Premiere Issue	$9.95
#2	February 1994	Hollywood	$3.95
#3	March 1994	Rock 'n' Roll	$3.95
#4	April 1994	Multimedia Party	$3.95
#5	May 1994	Digital Escapes	$3.95
#6	June 1994	Discover the Future of Multimedia	$3.95
#7	July 1994	Multimedia To The Max	$3.95
#8	August 1994	Cybersex	$3.95
#9	September 1994	Power Play	$3.95
#10	October 1994	Dark Forces	$3.95
#11	November 1994	Star Trek (includes free CD-ROM)*	$5.95
#12	December 1994	Doom Killer (includes free CD-ROM)*	$5.95
#13	January 1995	Jet Envy	$3.95
#14	February 1995	MTV's Club Dead (includes free CD-ROM)*	$5.95
#15	March 1995	Editor's Choice Awards	$3.95
#16	April 1995	50 Games on the Drawing Board (includes free CD-ROM)**	$5.95
#17	May 1995	The Greatest Multiplayer Games (includes free CD-ROM)**	$5.95
#18	June 1995	Preview: Advanced Gaming Systems (includes free CD-ROM)**	$5.95
#19	July 1995	Full Throttle (includes free CD-ROM)**	$5.95
#20	August 1995	Sex and CD-ROMs (includes free CD-ROM)**	$5.95
#21	September 1995	Flight Sim (includes free CD-ROM)**	$5.95
#22	October 1995	Rebel Assault II (includes free CD-ROM)**	$6.99
#23	November 1995	Cyberia^2 (includes free CD-ROM)**	$6.99
#24	December 1995	Crusader: No Remorse (includes free CD-ROM)**	$6.99



To order by credit card, call 1-800-360-2228

*CD ROM SAMPLERS FOR PC ONLY
**CD ROM SAMPLERS FOR PC AND MACINTOSH

Shipping and handling: $4.00 for US, $6.50 for Canada, $12.00 outside the US. (Add $2.00 for each additional issue, $3.00 outside of the US) Allow 4 to 6 weeks for delivery.

9601EEB

PC Entertainment SHOPPER

10 Great Books for 10 Hot Games!

Phantasmagoria Official Player's Guide



By Russ Ceccola

The Phantasmagoria Official Player's Guide will keep you alive with its detailed walk-through, catalog of inventory items, list of must-do actions, complete maps, and a look at the making of this masterpiece.
$19.95
BK-309
Platform: PC & Mac CD-ROM

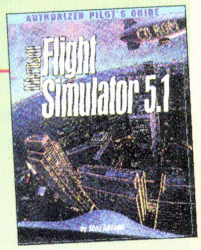
Flight Unlimited Official Pilot's Guide



By Shay Addams

With the Flight Unlimited Official Pilot's Guide you'll get developer's cheats, beta testers' tips, sequences from the IAC 1995 Championships, and hands-on lessons for mastering everything from level flight to complex aerobatic maneuvers.
$19.95
BK-366
Platform: PC CD-ROM

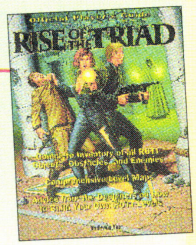
Microsoft Flight Simulator 5.1 Authorized Pilot's Guide



By Shay Addams

Tired of flight sim books that turn the joy of flight into a date with your calculator? Get the most out of Microsoft Flight Simulator 5.1 with step-by-step exercises designed to help you own the sky!
$19.95
BK-319
Platform: PC CD-ROM

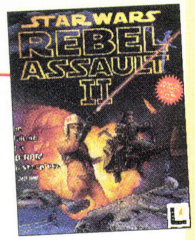
Rise of The Triad Official Player's Guide



By Bernie Yee

Don't venture into the heart of darkness without this strategy guide! We'll take apart every level of this blastfest, and give you the hands-on tips to succeed where others have failed!
$19.95
BK-339
Platform: PC CD-ROM

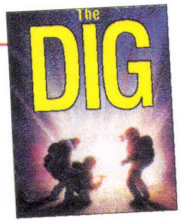
Rebel Assault II Official Player's Guide



By Jeff Hoff

Can you foil Lord Vader's evil plot to destroy the Rebel Alliance? This guide includes strategies, cheat codes, a complete discussion of how to use the Difficulty Editor, and a through look at the making of this CD-ROM masterpiece.
$19.99
BK-369
Platform: PC CD-ROM

The Dig Official Player's Guide



By Jo Ashburn

Join Commander Boston Low and his crew in a spectacular adventure that takes you from Earth to a planet that's light years from home. This guide gives you everything you need to safely pilot your crew back, including hints, tips and a complete walk-through.
$19.99
BK-361
Platform: PC CD-ROM

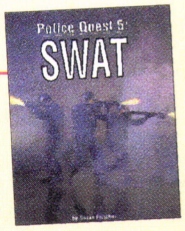
The Beast Within: A Gabriel Knight Adventure: Official Player's Guide



By Corey Sandler

Help Gabriel Knight and his capable assistant, Grace, investigate werewolf attacks in Germany. This guide includes a comprehensive walk-through, a hint section, and a look at the making of this amazing video adventure.
$19.99
BK-368
Platform: PC CD-ROM

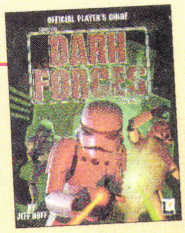
Police Quest: SWAT Official Player's Guide



By Susan Frischer

Inside you'll find a complete walk-through of all training and call-up scenarios, a catalog of SWAT equipment, and a comprehensive tactics chapter. There's also an in-depth interview with former LAPD Chief Daryl Gates.
$19.99
BK-370
Platform: PC CD-ROM

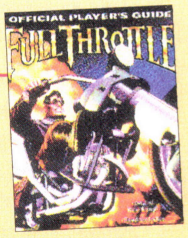
Dark Forces Official Player's Guide



By Jeff Hoff

The Empire is up to some new tricks in Dark Forces. Armed with over 240 pages of Jedi tips, strategies, maps and intelligence secrets, you'll be able to survive 14 grueling missions and save the Rebel Alliance.
$18.95
BK-315
Platform: PC CD-ROM

Full Throttle Official Player's Guide



By Jo Ashburn

Outwit Little Todd, jump the Poyahoga Gorge and survive the deadly demotion derby with his strategy guide. Inside you'll find a complete walk through, a hint section and a detailed puzzle inventory.
$18.95
BK-335
Platform: PC CD-ROM

Call 800-360-2228 to order NOW!

- Add $4.00 for shipping and handling ($6.50 to ship to Canada, $12.00 to ship outside U.S.) Add $2.00 for each additional book ordered, $3.00 outside the U.S.
- Add sales tax, residents of CA, IL, NJ, and TX only (CA = 8.25%, IL = 6.25%, NJ = 6%, TX = 8.25%)

960155

Spotlight

Even with twice the storage space, though, the WWII discs can't do justice to the conflict between the US and Japan in the Pacific. Thus, FlagTower dedicated a separate title to The War In The Pacific. This disc focuses on the human experience as told by soldiers, civilians, artists, poets, and writers. It contains 30 minutes of film footage, 1,200 photographs, and two hours of commentary.

It takes about four or five hours to fully explore each title, after which they can be used as references. Entertaining, great for study, and packed with terrific trivia, they may be a bit overpriced at almost $70 each. (FlagTower Multimedia; 617-338-8720; $69.95 each)

–Steve Klett

PERSONAL TOUR

San Francisco

Platform: Win/Mac CD
Rating: ★ ★ ★ 1/2

Thankfully, not all multimedia programs come from large corporate operations. There's still room for quirky, fun interactive productions thrown together on the cheap by people who really care.



Make an eccentric visit to Baghdad-by-the-Bay.

Sir Eel's San Francisco is just such a disc. It offers a cheesy but cheerful tour of The City's diverse nightlife, from yuppie haunts in the toney Marina to bicycle-messenger dives in the funky Mission–and everything in between. You get a (slightly) animated slideshow, in which you meet scores of eclectic people who communicate by only moving their jaws and winking and blinking their eyelids, sort of like an old *Clutch Cargo* cartoon. You can watch the program straight through or play an exploration game that has you searching for eight gifts before you run out of cash.

This is no Fodor's-style, comprehensive travel guide. There are no prices, addresses, phone numbers, or other info. Instead, you get to see and hear the personality of a place and its patrons. If you always wished you had a hip friend to show you around America's favorite city, Sir Eel's San Francisco is the next best thing. (Sir Eel Pictures; **http://www.hooked.net:80/users/sireel**; $29.95) *–Fredric Paul*

continued on page 132

YOU *CAN* GET THERE FROM HERE

StreetFinder

Platform: Win CD
Rating: ★ ★ ★ ★ 1/2

The dual-disc **Rand McNally StreetFinder 1996 Edition** ousts Street Atlas USA (reviewed in December, page 32) for the title of "most comprehensive street mapping program." Like Street Atlas USA, it lets you search by address, place name, area code, and ZIP code, plus it gives you the handy option of locating a place via intersecting streets. Pedestrians will like the Walking Guide feature, which lets you create customized directions for walking from one place to another by pointing and clicking your desired route on the map. Other extras include the ability to find attractions close by a destination, locate hotels and restaurants, and gather other tourist info, including airline and hotel phone numbers. Rand McNally says that the final version of StreetFinder will work with the company's TripMaker program (see our review of TripMaker, opposite), but that feature wasn't completed in our prerelease version. Best of all, StreetFinder costs about $30 less than Street Atlas USA.



Let your fingers do the walking with StreetFinder 1996.

Just don't take StreetFinder to Alaska–the nation's largest state isn't covered–or try to search for a location by complete phone numbers. Of course, Street Atlas USA requires an add-on to do that. (Rand McNally; 800-671-5006 ext. 402; street price $49.95) *–Christine Grech*

ON THE ROAD AGAIN

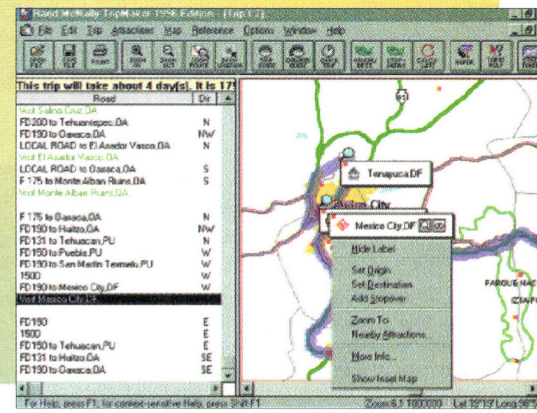
TripMaker 1996 Edition

Platform: Win CD
Rating: ★ ★ ★ ★

Summer vacation is a long way off, but planning your next trip can help you beat the winter blahs. For those grand driving tours, consult the **Rand McNally TripMaker 1996 Edition.** The newest version of the electronic road atlas and trip planner updates existing features and adds new ones, including city maps, hotel and restaurant information, and panoramic city photographs that pinpoint visitor highlights. The new Trip Compare feature helps you find the best route, while the Explorer suggests attractions along the way. And Rand McNally now bundles specific attraction information, which it used to sell in add-on packs.

TripMaker surpasses Microsoft's Automap Road Atlas 4.0 (see Multimaniac, September 1995, page 38) with uncluttered maps that include Mexico and Canada. Instead of obscuring the map with all the various icons for points of interest, Tripmaker lets you view them in a list before adding them to a map. Unfortunately, the attraction information and photos don't provide as much info as many guide books.

TripMaker works in conjunction with Rand McNally's StreetFinder to provide even more detailed maps. In fact, the hotel, restaurant, and general city information is duplicated in both products. (Rand McNally; 800-671-5006 x402; street price $39.95) *–Christine Grech*



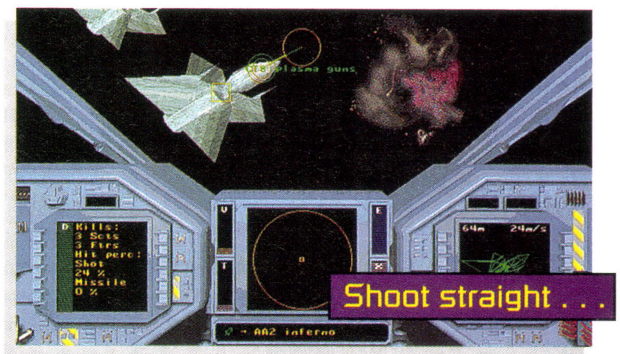
TripMaker doesn't limit your travels to the United States.

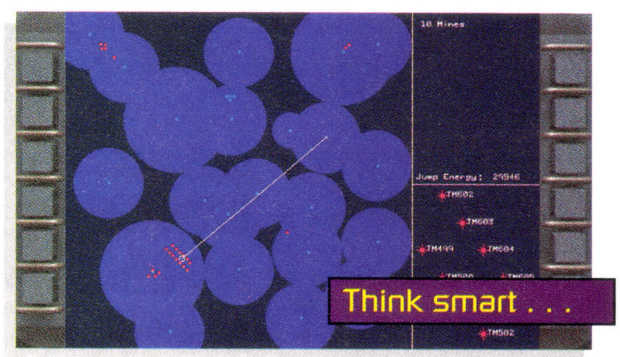
INTERACTIVE MAGIC PRESENTS

STAR RANGERS

You've Got Just Enough Time To Save The Galaxy . . . If You Play Smart!

- ***Your elite ranger force is on a critical mission:*** *patrolling the outer reaches of the galaxy. Like rangers of the old west, your primary responsibilities are upholding law and order, and protecting the galactic citizens. You're armed with the latest weaponry and flying the finest 23rd century starships. But time is not on your side!*
- ***You're thrust into one life or death mission after another*** *and you've got quick decisions to make. You can hyper-space across the galaxy to protect a distant base . . . but will you have enough fuel to return to protect the closer ones? And how many enemy ships are attacking your other bases? Can you get there in time?*
- ***A detailed galactic map helps you ID enemy strength and positions,*** *as well as navigate through the galaxy to engage the enemy in one heart-pounding battle after another. But in Star Rangers, you've got to shoot straight and think smart. The citizens are looking for a hero . . .could it be you?*









PC CD-ROM

To reach us:
E-mail - 75162.1202@CompuServe.Com
On Line - On CompuServe, GO GAMBPUB (Library 17)

INTERACTIVE MAGIC • PO Box 13491 • Research Triangle Park, NC 27709 • Phone (919) 461-0948

© 1995 Interactive Magic

Spotlight

CATALOG OF QUAINTNESS

America's Best Bed & Breakfasts

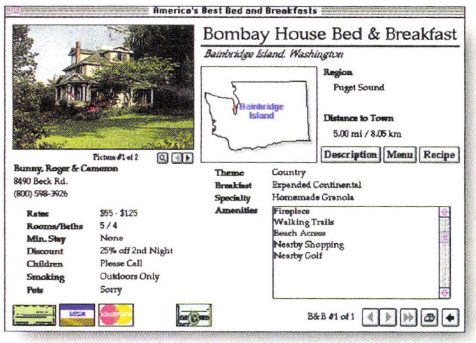
Platform: Win/Mac CD
Rating: ★★

Bed" and "breakfast" have always been two of my favorite concepts. Add multimedia and you might expect to have a swell time. Unfortunately, even these two delightful topics aren't enough to make up for the distinctly uninspired use of the technology in Micro Star's recently updated version of **America's Best Bed & Breakfasts**.

The disc holds two databases: 12,400 Brief Listings and 461 Detailed Listings. Brief Listings are just that: Name, owner, address, and phone number. That's just fine if you have time to burn dialing several hundred strangers looking for a place to hang your hat. However, if that was the case, any old hotel would do, right? To find the perfect B&B for that special getaway, you'll have to rely on the much smaller pool of more complete entries.

Detailed Listings cover rates, amenities, credit cards accepted, and rules for pets, children, and smoking. One or more photos or illustrations and a map (light on detail) add basic visuals. You also get a description, usually provided by the B&B owner. Tantalizing sample menus and recipes toss a little spice into the mix.

Lacking sound and video, this disc offers little beyond a paperback guidebook. Only the easy-to-use search engine really makes use of the computer. Select the Brief Listings database, pick Mendocino, and you can get the names of 25 B&Bs. But search the Detailed Listings and you can just as easily find 17 California B&Bs with a hot tub for less than $150 per night.



Choosing the right B&B can make or break a vacation.

Still, even the best search engine is only as good as its data. And America's Best B&Bs simply does not offer enough useful information, much less multimedia magic. (Micro Star; 800-444-1343; $19.95)

–Dan Brodnitz

HIGH-KICKIN'

Interactive Karate Do with Brad Jones

Platform: Win/Mac CD
Rating: ★★★1/2

Ever drive by a karate gym and wonder what they're doing in there? Well, now with **Interactive Karate Do with Brad Jones,** you can take a look at traditional karate training from the virtual safety of your computer.

Overlook the CD-ROM's tacky cover, which features a picture of fifth-degree black belt instructor Brad Jones–whose brown hair has been drawn over with black in an attempt to make him look Asian. Once inside, the title itself offers an elegant interface, dressed up with kimono fabric and bamboo buttons. And you'll find that the program logically lays out the skills and exercises you'll need to grasp karate basics; the expectation then is that you'll go locate your own local Dojo (training facility) and Sensei (instructor).

The tutorial begins with a presentation of the traditional names for multiple punches, blocks, and kicks, and it demonstrates each through small but well-produced videos. Jones and two assistants go on to discuss and demonstrate more advanced training exercises, such as two forms of Kata (strengthening exercises that combine blocks and punches) and Kumites (sparring routines).

The demonstrations are terrific, but the reference sections–History, Philosophy, and Biography–are text-heavy, feature few visuals, and have no narration. Adding photos of living masters or sites in Okinawa where karate–"the way of the open hand"–began, or even including videos of karate competitions, would have improved these sections immensely.

Nonetheless, for an affordable introduction to basic Karate with a no-nonsense teacher, don your "gi" and head for your local CD-ROM dealer. Go now, Grasshopper. (Arc Media; 416-410-4229; $24.95) *–Bill Meyer*



High-tech, hands-on instruction for important Karate Do skills, such as the high block.

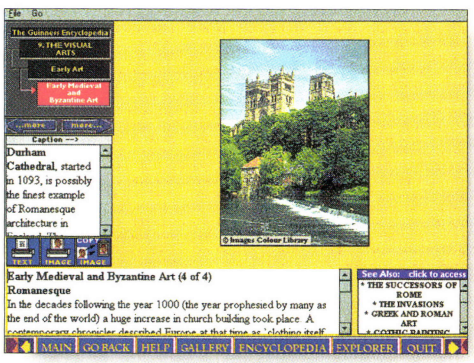
NO RECORD-BREAKER

The Guinness Encyclopedia

Platform: Win/Mac CD
Rating: ★★

CD-ROM encyclopedias are *de rigeur* for anyone who owns a multimedia computer. If you want to save a few bucks compared to the big three leading encyclopedias on disc–Microsoft Encarta, Compton's Interactive Encyclopedia, and Grolier's Encyclopedia (see our review, page 125)–you could pick up the two-disc set of **The Guinness Encyclopedia**.

You could, but we don't recommend it. Created in collaboration with the company that publishes the popular *Guinness Book of World Records,* The Guinness Encyclopedia won't set any records of its own. Its clever concept–to organize



No winning encyclopedia: The Guinness people should stick to record books.

the information thematically–is marred by inconsistent execution.

The Guinness Encyclopedia's main interface comprises five windows, including a smallish text window. You can't modify the layout, so you're stuck with scrolling through the clutter even when you just want to concentrate on an article. A pair of unlinked search engines make finding a particular piece of information complicated. The Outline Search option finds only major topics, while the Explorer section searches all text. But information on countries resides on the second disc–called the Countries of the World–and searching the first disc for data on, say, the Canary Islands doesn't yield any entries, nor does it point to the other disc. Considering the mix of mediocre and poor-quality photos, simplistic maps on the Countries disc, and the fact that the Encyclopedia doesn't save your place when you go from one section to another, you're better off spending the extra $20 for one of the big three. (Wayzata Technology; 800-735-7321; $39) *–Christine Grech*

HAPPY TRAILS

Your Mythic Journey

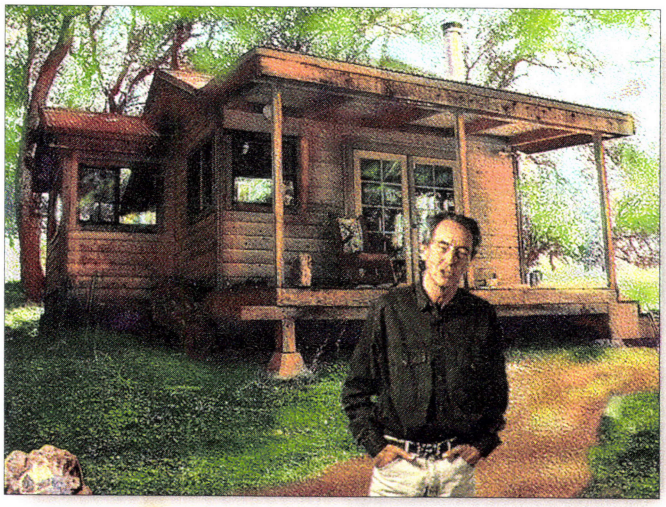
Platform: Win/Mac CD
Rating: ★★1/2

Visualize a really good CD-ROM focused on self-awareness. The disc would feature a soothingly integrated mix of video, backdrops, and music. The tone and the material would be incisive yet friendly, pointing you toward the path of true understanding. And your journey through this rich new land of technological splendor would be lush and intuitive; you'd *feel* the right way to go, and your technological tools would invisibly help you along your way.

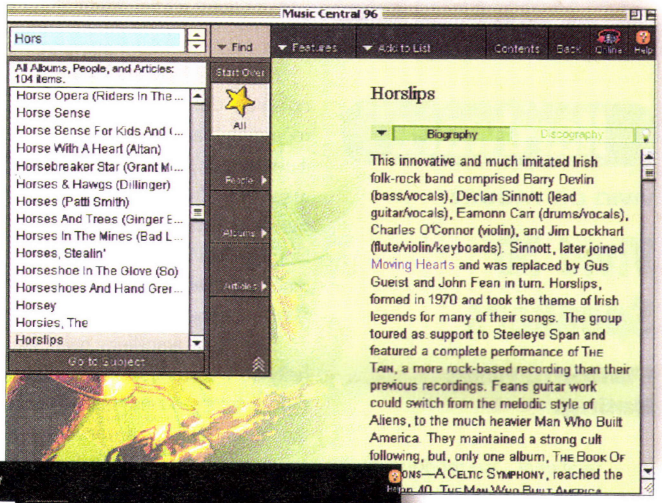
Music Central 96's search functions make finding any band or song a snap.

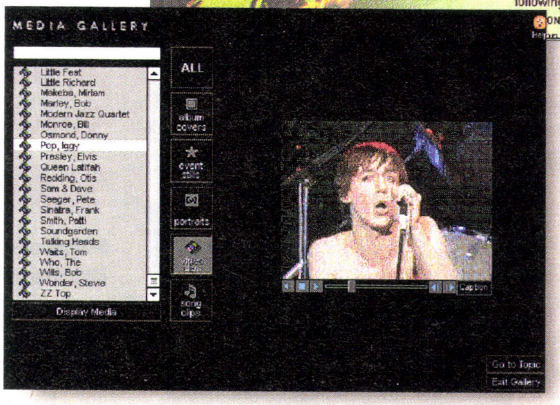
Too bad **Your Mythic Journey** with philosopher Sam Keen *isn't* that CD-ROM. Instead, it's an awkward melding of technological inadequacy and navel-gazing self-actualization exercises. Keen's purpose–asking insightful questions to help define yourself and shape your future–may be noble enough, but any value Your Mythic Journey may have gets lost in the cumbersome, unintuitive interface.

To begin with, the painted environments don't cut the realism mustard, especially when video clips of Keen pop up against them. And some of the tools are hopeless; just try using the mouse to draw that diagram of your childhood home as Keen assigns and see what kind of mess you create. Besides, any innate usefulness in Keen's seminar approach falls apart unless you can gather a consciousness-raising group to sit around the computer with you. (JourneyWare Media; 510-254-4520; http://www.journeyware.com; $49.95) *–Donald St. John*



Computers and self-actualization: Combining them requires just the right touch.





Iggy Pop still wants to be your dog in this 1979 video from the BBC.

GRACE NOTES

Microsoft Music Central 96

Platform: Win 95 CD, Mac CD
Rating: ★★★★1/2

It seems that Microsoft wants to become your font of multimedia knowledge on *everything*. Now, the giant software company has moved into music with **Microsoft Music Central 96**, a well-done Encarta-like compendium of facts and arcana of popular music.

Music Central is based on the MUZE Discography Database–familiar to record store shoppers who use MUZE kiosks–and two British print sources, *Q Magazine* and Guinness Books. The disc's thoroughness reflects a certain British precision: Lists are comprehensive and cover the obscure as well as the famous, and the level of organization is top-notch. Search by name, album, or song title; make lists of frequently referenced topics; and go directly to Microsoft's Web site or the Microsoft Network (MSN) to get free updated information (except for connect charges). A "Find Music You'll Like" system lets you click on a well-known artist's name to get suggestions for similar music that might also appeal to you. (Tip: Use "Less Like" to increase the number of hits.)

The disc cranks up the volume with 49 video clips, many from the BBC; these range from the amazing (country blues legend Son House, reggae great Bob Marley) to the perverse (Donny Osmond's heartfelt rendition of "Puppy Love"). Sound clips are also generous, as are album covers, pictures, and biographies. Music Central 96 isn't flawless, however: There's more than one error in the write-ups, and we would've liked to have seen and heard full video and audio selections, not just partial clips. But this encyclopedia one-ups Great Bear/StarPress's once-definitive All-Music Guide (August 1994, page 26) and should find a home in any music lover's CD-ROM collection. (Microsoft; 800-457-9530; $44.95) *–Donald St. John*

Spotlight

Hardware

VIVID OR VAGUE?

Vivid 3D Speakers

Platform: PC/Mac
Rating: ★ ★

Traditional "surround-sound" stereo systems use five speakers to create a 3D audio effect to immerse listeners in music and sound effects. Now, speaker companies are racing to bring the same effect to your home computer–but with only a pair of speakers.

NuReality's Vivid 3D Speakers use the Sound Retrieval System (SRS), one of several new technologies designed to enhance a recording's ambient information so it resembles the natural frequency response of sounds that come to our ears from the sides and rear. But the Vivid 3D speakers sound so mediocre that surround sound really isn't an issue.

Even with amplifiers rated at a hefty 35 watts and wooden cabinets ("for superior sound reproduction") the Vivid 3D's bass response left much to be desired. Explosions in Doom, for example, sounded fuzzy and flat, and reproduction of high-end sounds was equally underwhelming.

Four dials on the master speaker let you easily control the volume and adjust the SRS effects. SRS does make the sound "bigger"–filling more of the room–but it can't make up for the speakers' other problems. For almost $200, you've got plenty of speaker choices–you can do better. (NuReality; 800-501-8086; $199.95).

–Steve Klett



The Vivid 3D speakers are well-built but acoustically flat.

Altec Lansing's ACS500 speakers envelop you in sweet noise.



SONIC EMBRACE

ACS500 Surround Sound

Platform: PC/Mac
Rating: ★ ★ ★ ★

If you want spectacular sound from your computer and you've got some cash and desk space to spare, take a listen to Altec Lansing's ACS500 Surround Sound speaker system.

This boxed set includes an unusual pair of 18-inch high speakers designed to use Dolby Pro-Logic technology to provide stereo, center channel, and surround sound without requiring you to place speakers behind you. The speakers each con-

PHOTOGRAPHS BY WEINBERG & CLARK

Advertisement

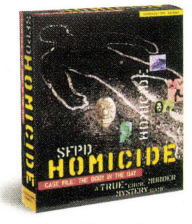
IT'S YOUR FIRST DAY ON THE JOB. GET A CLUE.



The body was found bound and gagged. Even your grandmother could tell this was no accident. Welcome to the gripping, ultra-realistic world of SFPD HOMICIDE™ where you're the chief investigator in an actual case from the files of San Francisco homicide detective Frank Falzon.

From collecting evidence to interrogating suspects, it's up to you to uncover the real story and make an arrest. With 40 fascinating characters and 20 Bay Area locations — over 80 minutes of full-motion video in all—SFPD HOMICIDE is the most authentic true-crime mystery ever created. Get it at your local software retailer. Or call 800-262-9791. Sorry, donuts not included.

3 Prong plug™



Internet: http:// www.3prongplug.com



The NEC Ready 9542 is pumped up, but quirky.

tain a 22.5-watt amplifier, while a 40-watt subwoofer pumps out more than enough bass to annoy anyone else in the house while you play Hexen.

The speakers do look strange, but they sound wonderful. Even though few games or multimedia titles currently use Dolby Surround, the speakers add a pleasing depth to the sonic field even on non-Dolby titles. (Altec Lansing; 800-648-6663; $450)

–Christopher Lindquist

READY OR NOT...?

NEC Ready 9542 PC

Platform: PC
Rating: ★ ★ ★

The NEC Ready 9542 PC looks at power-hungry games such as Electronic Arts' US Navy Fighters and Origin's Crusader: No Remorse and laughs.

Yes, with a 133MHz Pentium CPU, 16MB of RAM, Sony quad-speed CD-ROM drive, 1.6GB hard drive, and 64-bit PCI graphics card with 2MB video DRAM, the Ready 9542 casually handles just about anything you throw at it.

Unless, of course, it involves sound. While the Ready 9542's "3D Surround Sound" 8-watt–speakers sounded good playing both games and music CDs, they seemed a bit underpowered. (Sorry, but if Doom's not rattling the windows, your computer's not doing its job.) Worse, several games–Panasonic's Fighter Duel and EA's NHL '96, for instance–wouldn't recognize the machine's 16-bit Ensoniq SoundScape audio card as Sound Blaster–compatible. The games wouldn't run at all or ran without sound.

However, the Ready 9542 makes up for its shortcomings with plenty of cool bells and whistles. For example, while many home PCs now come with full-duplex speakerphone, voicemail, and data/fax modem capabilities, the Ready 9542 adds a slick remote control to easily manage all these gadgets–plus the CD-ROM player and sound system. A speedy 28.8Kbps Digital Simultaneous Voice and Data (DSVD) modem lets the 9542 send and receive voice and data simultaneously over a single phone line. So you can play an online game while verbally harassing your opponent. Very cool.

Some software does come with the machine. You get Activision's Pitfall: The Mayan Adventure and Interplay's Descent for entertainment; Microsoft's Encarta '95 (MPEG version) and Explorapedia for education; Microsoft Works and Publisher for productivity; and the Netscape Navigator Web browser, America Online, CompuServe, Imagination Network, and Prodigy for online access. (Unfortunately, Microsoft's MPEG software drivers were not available when the Ready 9542 first shipped. NEC says it will send the drivers to all registered customers as soon as they're available.)

Aside from the sound issues, the Ready 9542 will set you back almost $3,000 before you add a monitor. Yikes! But if you've just got to have the horsepower and you've got the bucks to swing the deal, the 9542 is one of the most powerful multimedia PCs you can buy. (NEC; 800-632-4636; street price $2,999 without monitor; 15-inch monitor, street price $399)

–Steve Klett

QUICK AND EASY NET

Supra Simple Internet

Platform: Windows
Rating: ★ ★ ★ ★

It seems obvious: Combine a straightforward way to get on the Net with the one tool you'll need to do it, a modem. And that's just what Supra Corporation has done with its Supra Simple Internet. The all-in-one package bundles a 28.8Kbps V.34 modem for Windows PCs with the Mosaic browser for the World Wide Web and an option to sign onto the Internet.

The modem is easy to set up: Plug it into your computer, your phone outlet, and the wall socket. However, we discovered one big problem: Once you get the software loaded, dial in, and connect, the modem's cheap internal speaker issues a ear-shattering screech. Our advice: Save yourself an earful and disable the sound on your connection applications (see S.O.S., December 1995, page 186 for tips on how to do it).

Fortunately, the rest of the package is much more pleasant to use. Setup of the software–including Mosaic–is a relative breeze. The install program walks you through signing up with InterServ, a national Internet service provider; if you already have a Net provider, you can configure the software to connect to your existing account. Fax software and a discount subscription to Surfwatch (an Internet screening utility) also come with the package. Except for the noise, Supra Simple Internet is a great way for newbies to get onto the Net. (Supra Corporation; 800-727-8772; street price $179)

–Donald St. John

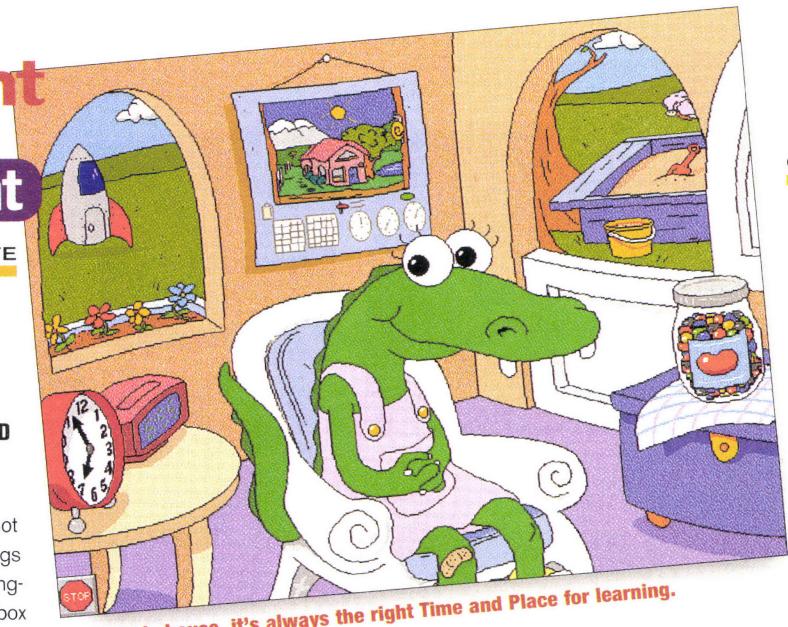


Supra's complete solution for Net newbies.

PHOTOGRAPHS BY WEINBERG & CLARK

Spotlight

Edutainment



At Trudy's house, it's always the right Time and Place for learning.

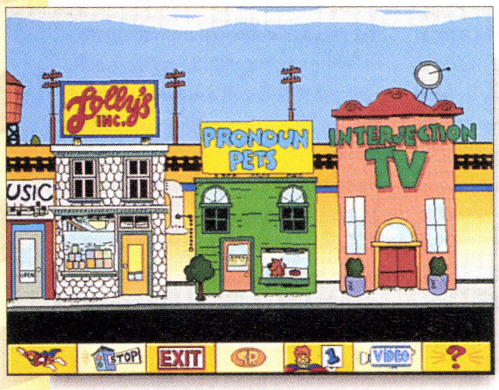
OLD AND NEW FAVORITE

School House Rock

Platform: Mac CD, Win CD
Rating: ★ ★ ★ ★

School House Rock is not just for Saturday mornings anymore. Now your child can sing-along with the Lolly's, hook up box cars with Conjunction Junction, or listen to the story of Rufus Xavier Sarsaparilla anytime.

Creative Wonders' **School House Rock: Grammar Rock** includes nine original Emmy-award winning cartoons you may remember. Kids ages 6 to 10 will enjoy watching the cartoons and playing games that will teach them about verbs, adverbs, prepositions, conjunctions, pronouns, interjections, nouns, and pronouns.



Rock on—and learn about grammar.

School House Rocky—a muscle-bound, red-haired kid in a cape and tights—guides players down Hudson Street, where they can enter the various buildings to play grammar games at three levels of difficulty. In the Pronoun Pets store, for example, kids identify nouns and replace them with the appropriate pronouns.

Like the cartoons, each game presents one concept, but instead of just singing along with the characters, your child is actually learning to read and write sentences. When players have completed all of the games, they can play two more bonus games in the diner, or drop a "coin" into the jukebox to play their favorite classic Grammar Rock video.

The Grammar Rock CD-ROM is the first in a series that will include Math Rock, to be released later this spring, and America Rock, to be released in the fall. (Creative Wonders; 800-245-4525; street price $39.99)

–Suzanne Frear

COME AND PLAY

Trudy's Time & Place House

Platform: Win/Mac CD
Rating: ★ ★ ★ ★ 1/2

Learning to tell time is a milestone for kids, and now there's a CD-ROM for ages 3 to 6 to help them get there. Edmark's newest addition to its outstanding Early Learning House series, **Trudy's Time & Place House,** develops time-telling skills and presents direction and geography concepts.

Time Twins teaches time-telling on both analog and digital clocks; Calendar Clock illustrates units of time by showing a scene change at various time intervals (seconds, days, months, etc.); Earth Scout introduces geography concepts—the globe, landmarks, and maps—by letting kids travel to various places; Symbol Sandbox is like a simplistic version of SimCity in which symbols that kids place on a grid take shape in three dimensions; and Jellybean Hunt teaches directions using an ant that kids must guide along a tablecloth grid to find pieces of candy.

These games use innovative and interesting approaches to make complex subjects understandable for little ones. For example, Jellybean Hunt provides both a first-person perspective to help kids internalize directions and a top-down view so they get the big picture.

Edmark also hopes to help you learn something new with its Dear Parents Video Presentation, which introduces lesson concepts and pointers. This video segment ran fine on a Mac and a Windows 3.1 PC, but we had difficulty getting it to work on several Windows 95 machines even though Edmark says the title is optimized for Win 95. (Edmark; 800-691-2985; street price $40)

–Christine Grech

CREEPY AND KOOKY

Haunted House

Platform: Win/Mac CD
Rating: ★ ★ ★ 1/2

Satisfy your child's quest for mystery and intrigue by putting those educational titles aside and making room for the **Haunted House.** Based on the popular pop-up book of the same name by Jan Pienkowski, this interactive adventure for ages 4 to 8 promises a plethora of spooky encounters with the supernatural.

Visitors embark on an adventure through the haunted three-story dwelling to find five keys that unlock the combination to the basement, where the key to the front door is hidden. During the quest, they'll discover plenty of hot spots that open secret doors, tap into spirits hiding behind mirrors, and expose UFOs whizzing by. Kids can also stumble upon traditional games like Memory and Tic-Tac-Toe—with a hair-raising twist.

Haunted House is more amusing than frightening. The eerie music that sounds sporadically throughout the adventure is often replaced by campy, upbeat tunes when kids discover hot spots. Unfortunately, this takes away from the mystery of the game.

Nonetheless, this charming and humorous haunted house adventure will keep your kids entertained.



Jan Pienkowski's delightful pop-up book comes to life in Haunted House.

(Philips Media Home and Family Entertainment; 800-340-7888; $34.99) *–Sue J. Kim*

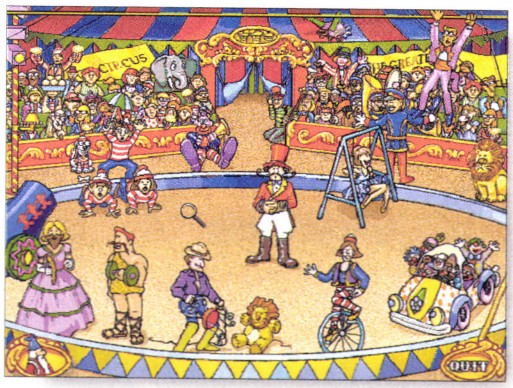
CLOWNING AROUND

Where's Waldo?

Platform: Win CD
Rating: ★★★★

WarnerActive's **Where's Waldo? at the Circus** has taken the beloved Where's Waldo premise (find the elusive character hidden within a complex scene) and turned it into a fun-filled CD-ROM game and learning experience for your child. This time, Waldo's at the circus, and he needs your little ones to help him solve a mystery and save the big top. It seems that Ringmaster Señor Piccalilli has lost his magical golden whistle, which he needs to run the circus.

The games build critical-thinking and problem-solving skills, teach simple math concepts, and–best of all–they're fun. There are five levels of difficulty, each with four environments: Clown Alley, the Band Playfield, the Lions' Den, and the Midway. Players earn additional points by collecting items from within each environment.



Finding Waldo and friends at the Circus is big fun.

The beautifully drawn scenes are packed with delightful details (the lonely lion has a wonderfully forlorn look) and fun animations. Tongue-in-cheek humor peppers the title (Fearless Fred the Lion Tamer is terrified of his cats). Where Waldo?, created for kids ages 4 to 9, is guaranteed to play the center ring in your household. (WarnerActive; 800-693-3253; street price $30-$40) *–Joy J. Ma*

LEARNING ABOUT $$$

Money Town

Platform: Win CD
Rating: ★★★★★

Kids are never too young to learn the value of a dollar, and **Money Town** is the perfect way to teach them. This Windows CD-ROM from Davidson and Simon & Schuster is based upon the work of Neale Godfrey, the author of *Money Doesn't Grow on Trees.*

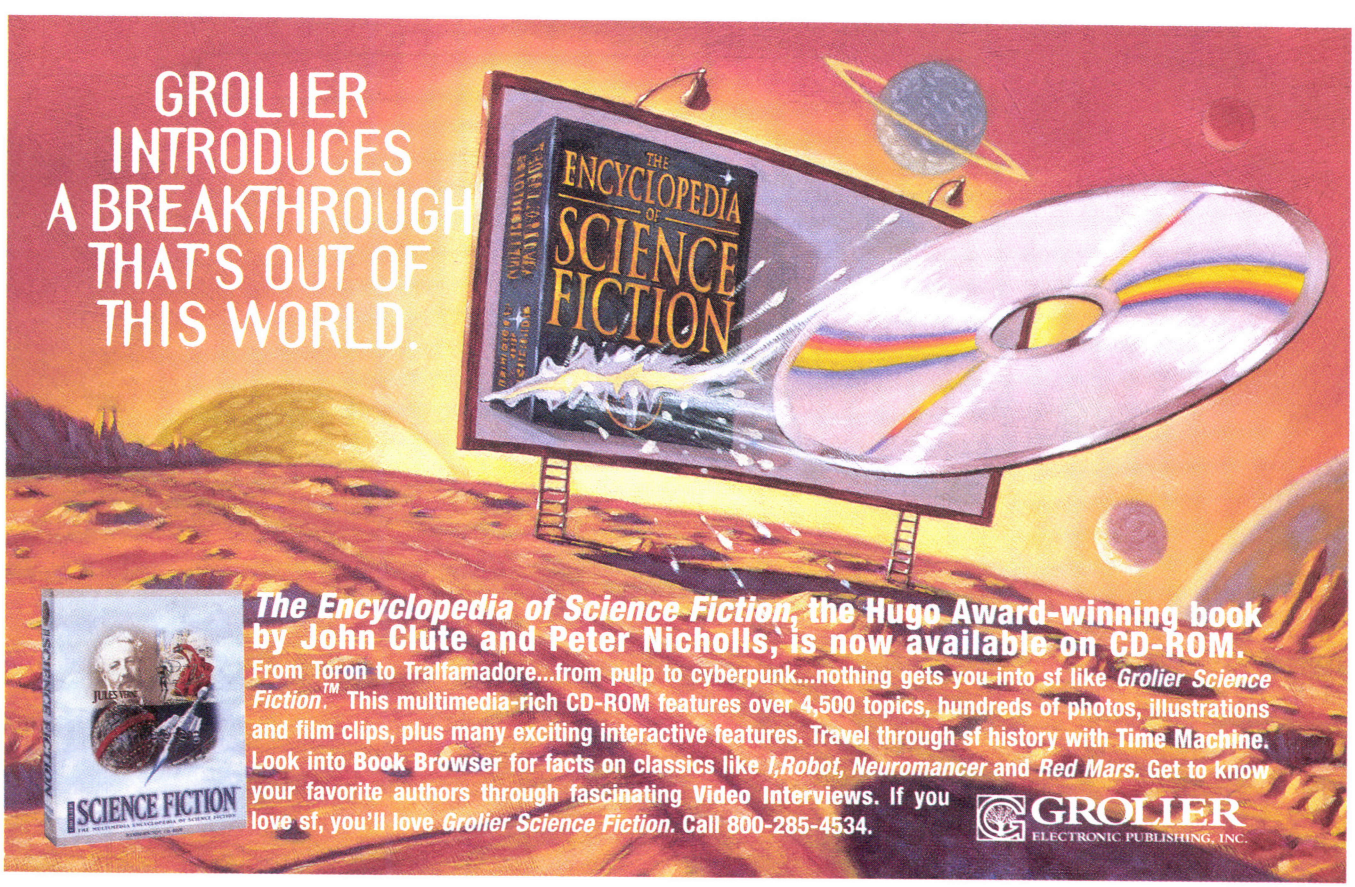
In an all-too-familiar scenario, the Greenstreet city park has been closed because of budget cuts. The neighborhood kids are determined to raise enough money to refurbish and reopen the park, and they need your child's help to do so. Kids ages 5 to 9 can play games to earn the needed funds and learn a little about the history of money.

A cast of animated characters, each with a unique song about money, guides players on various money-making adventures. At punk-rocker rabbit Small Change's house, for example, they earn money by vacuuming up quarters, dimes, and nickels through a maze of paper clips. Or they can play a quiz game on kitty cat Penny Bright's PC and answer such questions as "What is the U.S. Mint?" and "What would happen if money really *did* grow on trees?"

Each of Money Town's five games has three levels of difficulty; the higher levels net higher earnings.

continued on page 139

Advertisement



NAVY STRIKE

YOU'RE IN COMMAND. ARE YOU PREPARED?

TAKE ON THE ROLE OF A TASK FORCE COMMANDER AND IMMERSE YOURSELF IN THE WORLD OF HIGH-TECH NAVAL WARFARE. EXPERIENCE THE THRILL OF PLANNING AN ENTIRE AERIAL CAMPAIGN AND BRINGING YOUR STRATEGY TO FRUITION.

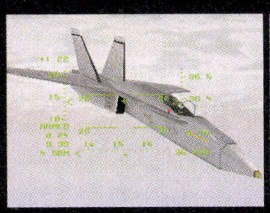
PERFORM RECONNAISSANCE, ESCORT, INTERCEPTION AND STRIKE DUTIES AGAINST AIRFIELDS, CITIES, OIL INSTALLATIONS, INDUSTRIAL CENTRES AND ENEMY HQS.

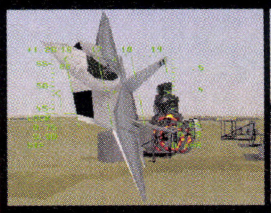
WITH TRUE 3D, IMAGE-MAPPED, SVGA GRAPHICS, YOU CAN VIEW YOUR AIRCRAFT, COCKPIT AND MISSILES FROM ANY VIEWPOINT.

FACING THE MOST INTELLIGENT COMPUTER-CONTROLLED OPPONENTS EVER SEEN IN A COMBAT FLIGHT SIMULATOR, YOU'LL BE GLAD OF THE LATEST HUD TECHNOLOGY, AUTOMATED TARGETING SYSTEMS AND PHOTO-REALISTIC COCKPITS, ALL BASED ON REAL MILITARY HARDWARE.

WITH SUPER-REALISTIC SOUND EFFECTS AND DETAILS SUCH AS SUN-GLARE, BLACKOUTS, SCIENTIFICALLY ACCURATE FLIGHT DYNAMICS AND REAL MILITARY SCENARIOS, YOU'LL FIND IT HARD TO KEEP YOUR FEET ON THE GROUND.

NAVY STRIKE THE ULTIMATE IN SUPERSONIC AERIAL COMBAT AND STRATEGY




PC CDROM

Rowan Software Ltd

EMPIRE INTERACTIVE, 13220 WISTERIA DRIVE, BAY N-2, GERMANTOWN, MD 20874
TEL: 301 916 9302 FAX: 301 916 0437

empire INTERACTIVE

Spotlight

Although the story is the same each time kids play, the games are a little different.

As players earn money, they have the option to save it or spend it on park improvements. By clicking on the tree house in the middle of Greenstreet, players can look at their current bank statement and buy grass, plants, or equipment for the park. After a purchase is made, the improvements are automatically added to the park.



Cash in on learning in Money Town.

Money Town is a standout product because it teaches kids about an important subject in a most entertaining way. (Simon & Schuster/Davidson; 800-457-8357; street price $35)

–Suzanne Frear

HAPPILY EVER AFTER

Hansel & Gretel

Platform: Win 95 CD
Rating: ★ ★ ★ ★

For a classic tale spun with old-fashioned charm and a multilingual twist, check out Terraglyph Interactive's **Hansel & Gretel and the Enchanted Castle.** The company's first effort recounts the timeless story of a little boy and girl lost in the woods who encounter a wicked witch. But the animated storybook has been enhanced with top-notch graphics and original music as well as a rich adventure game that teaches English, French, German, Japanese, and Spanish language skills.

Kids can watch the tale unfold or jump directly to the game area, which takes place in the witch's castle. Clicking about the scenes uncovers clever animations, and Terraglyph adds a dynamic cursor that also yields word identifications. When the bottom half of the cursor turns white, kids can click to reveal animations, sounds, songs, or a combination–so a character could be singing and kids could click on several other hot spots at the same time to create a stimulating, dynamic scene. When the top half of the cursor turns black, right-clicking once causes the product to recite the name of the highlighted object in the primary language. Right-click again to hear the object name recited in the selected secondary language.

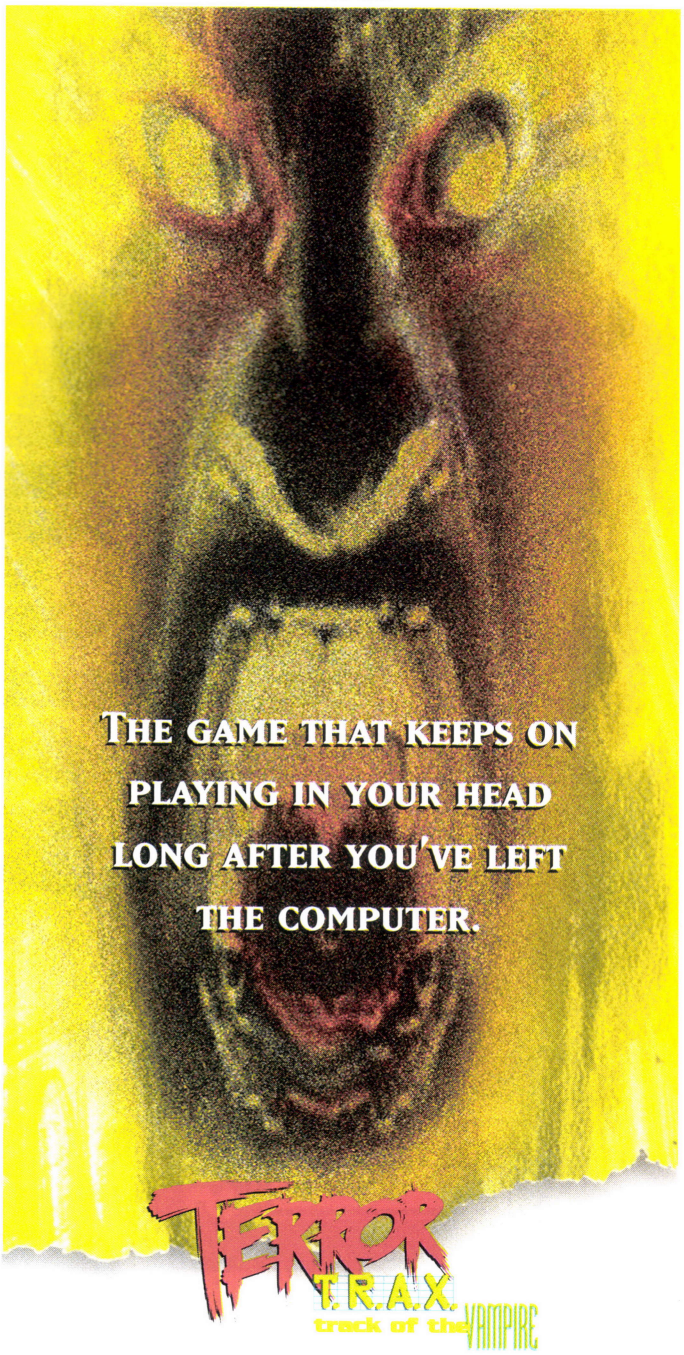


Hansel must use bilingual clues to rescue Gretel from the witch's clutches.

In the adventure game, characters give clues in the secondary language that your kids must translate to win, making for a quite a challenge. Hansel & Gretel's variety of options, plus the game's two difficulty levels, make for hours of play. The only drawback to this technically excellent product is that you can't back up a screen; the only option is to restart from the beginning again. (Terraglyph; 800-929-9844; street price $49.95)

–Christine Grech

Advertisement



Trace. Research. Analyze. Exterminate. That's what T.R.A.X. means, and that's what you'll be doing in the scariest, most mind-blowing interactive game ever to invade a CD-ROM. You'll control T.R.A.X. veteran Officers Graves and Walken. Your mission: stop the demons, solve the case and try to keep the officers from entering their graves prematurely. With full-screen, full-motion video action and some hot new high-tech tools, Terror T.R.A.X. is one disc you'll never forget. Look for it at your local retailer or call 1-800-262-9791.



Internet: http://www.3prongplug.com

TEEN T AGES 13+

3Prong plug

NBA®

KONAMI XXL SPORTS SERIES™

Team NFL™

HEY ROOKIE, WELCOME TO THE BIG LEAGUES.

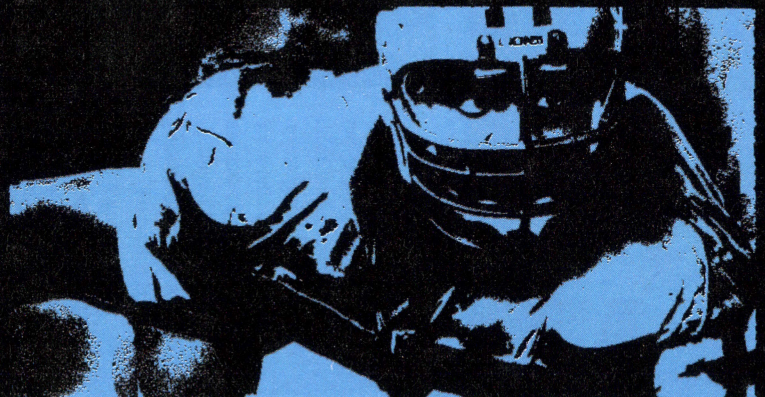


"NFL FULL CONTACT"

- ALL 30 NFL TEAMS
- REAL NFL PLAYERS
- MULTIPLE VIEWING ANGLES
- OVER 200 PLAYS
- FOREARM SHIMMIES









- REALISTIC PURSUITS
- OVER 90 SPECIFIC PLAYER BEHAVIORS







"ON THE FIELD" PERSPECTIVE

HIGH STEPPING

PLAYER STATS

REAL NBA PLAYERS

ALL 29 NBA TEAMS

FULL SEASON AND PLAYOFF MODE

NO-LOOK PASSES

PLAYER STATS

FATIGUE FACTORS

FADE AWAY J'S







"NBA IN THE ZONE"

5-ON-5 ACTION

ALLEY-OOP DUNKS

BEHIND THE BACK DRIBBLING

REBOUND DUNKS

MULTIPLE PERSPECTIVES





IT'S WHERE THE DUNKS ARE HARDER. THE HITS ARE BIGGER. AND THE FASTBALLS ARE HEADED FOR YOUR CHIN. IT'S KONAMI SPORTS SERIES. THE MOST ADRENALINE-PUMPING, IN-YOUR-FACE SPORTS GAMES THIS SIDE OF THE REAL THING. WE'VE COMBINED THUNDERING AUDIO WITH 3-D TEXTURED POLYGON GRAPHICS AND MOTION CAPTURED ACTION TO CREATE MOVEMENT AND SPORTS ACTION SO REAL, IT'S UNREAL. SO STEP OUT ONTO THE FIELD WITH KONAMI SPORTS SERIES. THE BIG BOYS ARE WAITING FOR YOU.

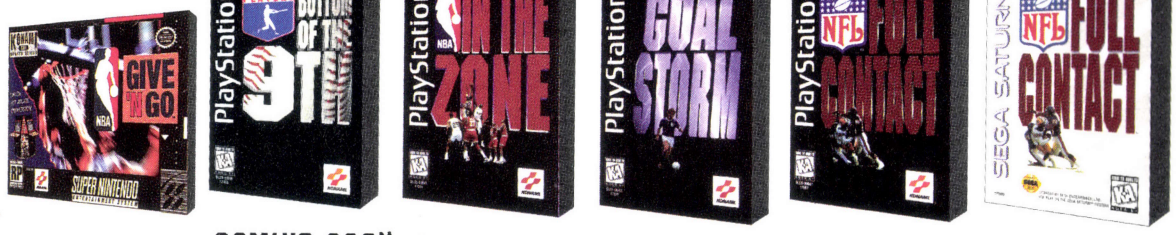
OFFICIAL NBA LICENSED PRODUCT

PlayStation

PLAYERS INC

www.konami.com

The NBA and individual NBA Team identifications used on or in this property are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1995 NBA Properties, Inc. All rights reserved. © MLBPA 1995. Official Licensee - Major League Baseball Players Association. TM/© 1995 NFLP. ©1995 Players Inc. Officially Licensed Product of the National Football League Players. Bottom of the 9th is a registered trademark of Konami (America) Inc. Goal Storm is a trademark of Konami Co. Ltd. All rights reserved.



COMING SOON

KONAMI®

TECH SHOP

By Christopher Lindquist

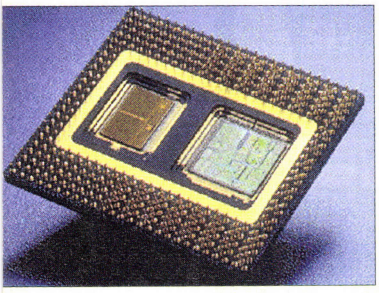
Hot Tech Toys for '96

What's the buzz on the coming year? Computers will get faster.

It doesn't take a crystal ball to tell you that, but 1996 really will be the year of acceleration. From CD-ROM drives to 3-D cards, everything will move faster—and not just a little bit. By the end of next year, you'll be able to find games with playable sequences that look as good as some of today's non-interactive cut scenes. The best news? You should be able to get these improvements for about the same price as you'd expect to pay for today's reigning standards.

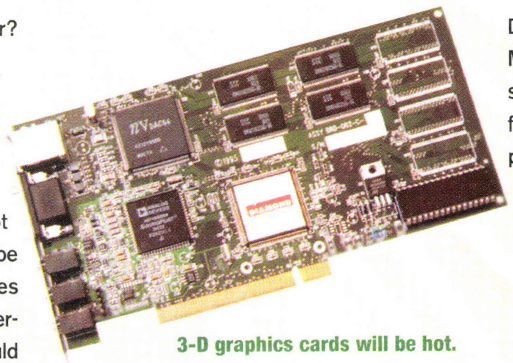
More Powerful Processors

Think your 133MHz Pentium or 604-based Power Mac is the hottest computer on the block? Well, you may be right for now, but that won't be the case for long. Intel's Pentium Pro chip (formerly known as the P6) promises to set a new standard for processing power, with a 133MHz version that should about double the performance of a 100MHz Pentium when running 32-bit software.



The Pentium Pro is fast—but pricey.

While Apple may still be playing catch-up in the computer-sales game, it has some powerhouse processors for '96 as well. The PowerPC 620 chip, which was available only in limited quantities in 1995, should come into its own this year, delivering more than twice the performance of the fastest PowerPC 604 processors available today.



3-D graphics cards will be hot.

3-D for You And Me

Two-dimensional games are fine, but 3-D adds a whole new level of excitement to computer gaming. The latest generation of inexpensive 3-D accelerator cards promises to further juice the gaming adrenaline level.

By the middle of the year, Microsoft should solidify its set of 3-D specifications for Windows 95, and game developers will get into full-swing 3-D game creation. The 3-D revolution will draw on the hardware-making talents of just about every major add-on card maker. Products from Diamond Multimedia Systems, Creative Labs, Matrox, and Paradise have already hit the shelves, and others, including high-power cards from #9 and Fujitsu, are on the way. The competition should quickly drive down prices from the current range of $250 to $350 to less than $200. Also, 1996 should see the introduction of complete systems with built-in 3-D acceleration from major vendors such as Compaq.

Windows 95 Wins the Game

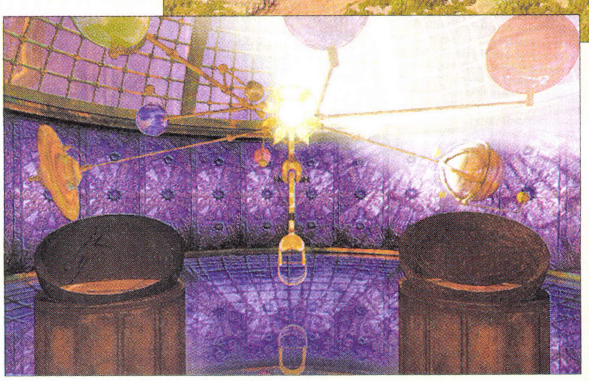
When Microsoft talked about Windows 95 back in 1994, it made a point of telling people to expect the new operating system to be a great gaming platform. Of course, based on previous experience with Windows 3.1, no one really believed the promise.

Believe it. In September, Microsoft put the final touches on its game-developers kit, and now the major game makers can start building Windows 95 titles full-bore. Why would they want to, you ask? Well, Windows 95 may actually be a better platform for games than DOS.

To begin with, game makers are dying to hand Microsoft the onus (and expense) of tech support. Windows 95 helps game developers do that by creating a common set of specifications, freeing developers from supporting every sound card and graphics board out there.



The Elk Moon Murder will take advantage of Win 95 graphics and video.



Zork: Nemesis takes the adventure to Windows 95.

Second, several game makers report obtaining better performance from their Windows 95 versions of games than they did with the DOS

predecessors. Native Windows 95 games (games that are designed to run only under Windows 95) can take advantage of ultra high-speed Windows accelerators to produce faster frame rates, more colors, and greater detail. (For details on the upcoming wave of Win 95 games, see "Judgment Day for Windows 95," page 49.)

Apple still isn't ready to hand over the market to Windows 95, though. In '96, keep an eye out for System 8 (code-named Copland), Apple's latest operating system upgrade. Early reports indicate the new operating system should be faster, require less RAM, and have a ton of cool features, including a highly customizable interface as well as programmable "agents" that will help automate your work—and play.

Modems Pick Up the Pace

Guess what? The 14.4Kbps modem that came with your PC just isn't going to cut it anymore. 28.8Kbps will be the minimum in '96, with prices for such speedsters falling to less than $100.

Speed won't be the only addition to next year's modems. Speech will begin to make an imprint as well. A slew of new DSVD (digital simultaneous voice and data) modems will deliver good performance in online games, and also let you shout expletives at your competition at the same time. DSVD modems sacrifice some speed when you decide to talk, but the added excitement and interactivity more than makes up for the slight slowdown. Look for DSVD modems from Creative Labs, Hayes, US Robotics, and others.

33.6Kbps modems should also start to appear next year. The International Telecommunications Union is slated to finish the new specification in early '96, and modem makers such as US Robotics and Supra plan to have the faster boxes available around the same time.

Digital Hits The Mainstream

MPEG, .AVI, Indeo, Cinepak—no matter what you call it, it means digital video. Despite all the industry promises, 1995 remained a time of small and/or grainy video that hardly threatened to depose TV as the viewing platform of choice. Things will get much better in '96, but they'll go in a different direction.

Instead of concentrating on "full-screen, full-motion" video, game makers will look more closely at video sprites (player-controllable video characters) and video texture mapping (layering video on top of 3-D objects) to meet their objective of adding a far greater level of realism to game titles.

Hot new Pentiums and faster Power Macs will have the horsepower to display fairly high-quality video on their own, and a new generation of graphics/video accelerator cards should make things look even better.

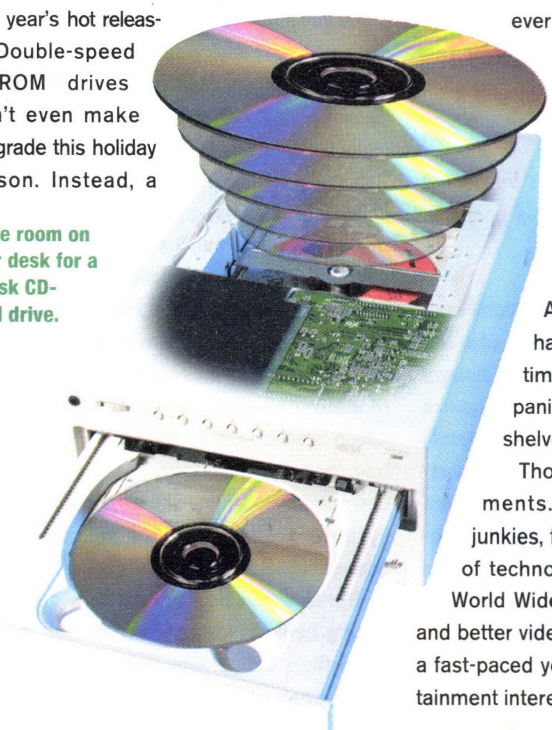
Most PC makers should also have some sort of full-screen video-playback capability built into their machines this year. It still won't look like anything close to broadcast TV—or laserdiscs, for that matter—but at the very least, it will be watchable.



Microsoft's SideWinder leads the digital charge.

Bigger, Faster CD-ROM Drives

There's little doubt that CD-ROM has taken the computer entertainment world by storm. Floppies are becoming memories as the silver discs continue to flow from multimedia and game companies. Don't expect that to change in '96. However, you may have to upgrade your drive to take best advantage of next year's hot releases. Double-speed CD-ROM drives didn't even make the grade this holiday season. Instead, a quad-speed drive sets the baseline, with drives at least twice that fast beginning to make their move onto multimedia machines.



Make room on your desk for a 7-disk CD-ROM drive.

The 600MB storage barrier is likely to be broken in '96 as well. The Super Density disc standard will yield CD-ROMs that can hold ten times the current amount of data by the end of next year. That means full laserdisc-quality movies on a single CD-ROM, not to mention even bigger and more complex games. Don't worry, though. That quad-speeder that you bought a couple months ago should make the grade for at least a little while longer.

Joysticks Go Digital

See that joystick port on your PC? Well, it's got a lineage that dates back to the days of IBM's late but little-lamented PC Jr., and it's due for a little updating. Thanks to Windows 95, we'll go digital in '96.

Windows 95 supports a new digital-device standard called Direct Input that will allow for faster performance and more features than ever before available on a joystick. Sticks will respond faster, be more configurable, and be able to work with up to 15 other devices simultaneously; on top of that, they won't require constant calibration. Microsoft's SideWinder 3D Pro is only the beginning. Advanced Gravis should also have a digital stick available any time now, and look for other companies, such as Logitech, to hit the shelves by Christmas '96.

Those are only the major developments. There are others: Internet junkies, for example, can expect a host of technological improvements on the World Wide Web, including virtual reality and better video capability. In all, it should be a fast-paced year no matter what your entertainment interest. ■

PHOTOGRAPHS BY WEINBERG & CLARK

By Christopher Lindquist

Playing With Wire

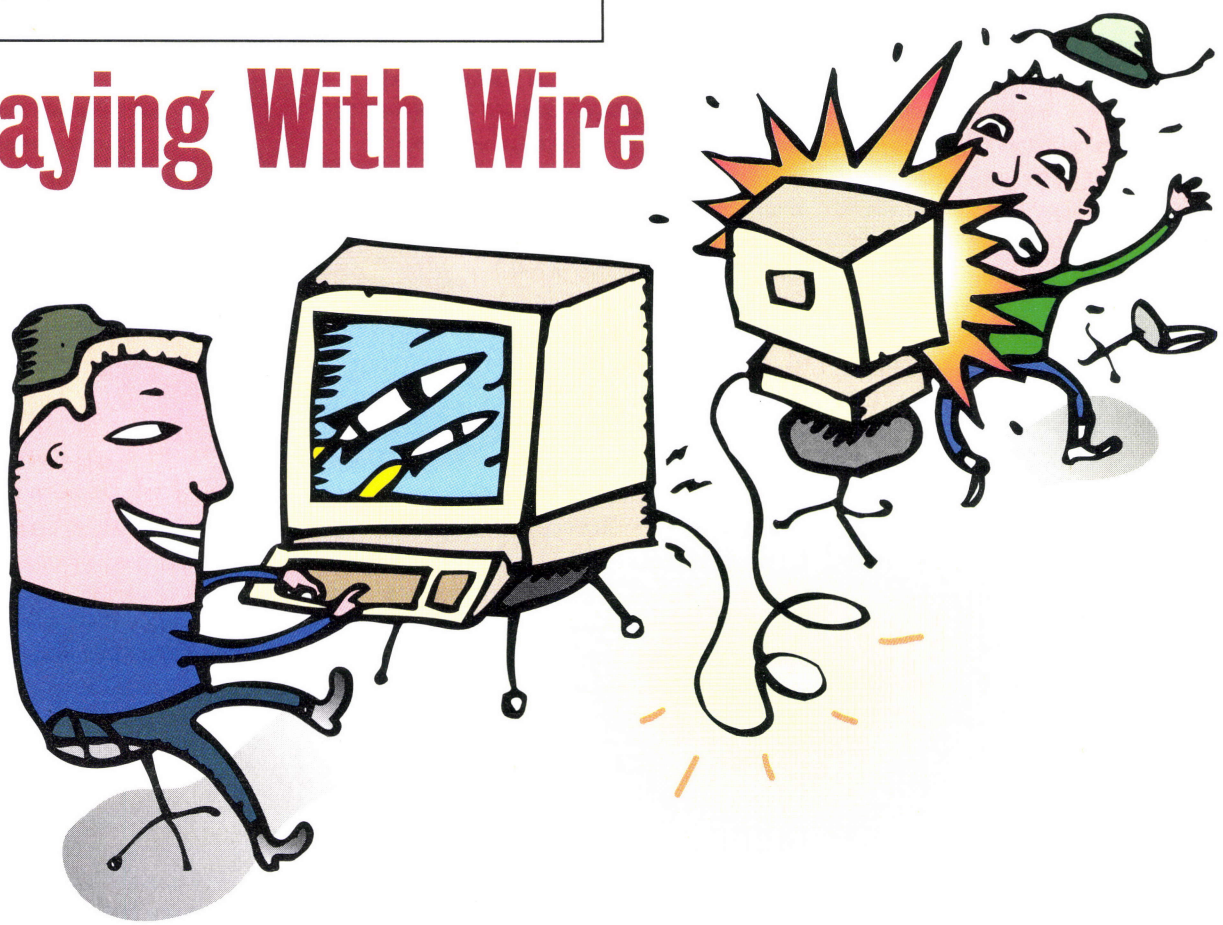


ILLUSTRATION BY ANTHONY LUKBAN

By now, most serious game players (and many less-than-serious ones) have encountered multiplayer gaming of one sort or another—be it via null-modem cable, modem, network, online service, or the Internet. But just what exactly is going on behind the scenes that lets you sit in San Francisco and blast your buddy in Buffalo out of the skies while your cousin in Cleveland lines you up in his sights?

How online gaming works varies significantly, depending on the type of game you play and the wires you play it on. Of course, multiplayer gaming has existed since the dawn of modems and mainframes. Back then, players simply dialed in or logged on to a large central computer and played simple, text-based games. Such a system was fairly straightforward, consisting of a computer to run the game software and a collection of outside phone lines or directly connected terminals. Users just logged into the game and sent it basic commands, such as "Open the door" or "Use the key." The computer took care of the rest, including maintaining statistics such as wins, losses, or hit points. Many multi-user dungeons, or MUDs, work in the same manner even today.

However, things get a lot more complicated once you start adding fancy graphics and fast action to the mix. Short delays, or "latencies," caused by line noise, network freezes, garbled signals, or just the huge distances the information must traverse can spell the difference between a kill or being killed. To make an online multiplayer game fun, the designers must program with the various benefits—and detriments—of the transport system in mind. For example, while Internet gaming opens up the entire world to players, the latencies can be terrifying. Playing modem-to-modem eliminates some of the speed problems, but only if both players have fast modems and good, clean phone lines. Local-area networks can be blazingly fast, unless systems get bogged down with (annoying) work-related tasks.

Here's some background on what's happening behind the scenes when you make a connection. Online gaming is a complex field, so not every game works exactly as described here, but this should give you some idea of what's going on.

Time to Talk

The most important part of multiplayer gaming is called a protocol. Protocols are simply predefined ways that computers use to talk to one another, in much the same way that speaking the same language lets people communicate.

When you play a multiplayer game, a lot of protocols may be involved. The game itself has a protocol that lets it talk to other copies of the game. Meanwhile, your connection system, be it Internet, local-area network, online service, or modem-to-modem connection, will use one or more protocols to set up the connections between your computer and your opponents.

The game and computers use these protocols to send "packets" of information back and forth. These packets contain info such as messages, movement information, and other data vital to your game.

Of course, a packet's path from one computer to the next is fraught with danger. Line noise and system slowdowns are only two of

the many things that can slow or stop a packet from reaching its destination—or from reaching it intact.

Error correction inside the various protocols can help prevent damaged packets from being transferred to your game, which could cause unexpected results. If an error-correction scheme detects problems with a packet, it can send a message back to the original computer requesting a resend. Of course, each resend increases the amount of time before the game can use the information in the packet, resulting in performance slowdowns.

Performance problems can also occur when data traffic on a network gets too high, causing each packet to "back up" and wait for its turn.

Slipping Past The Slowdowns

Game developers can do things to help get around such delays. Normally, when computers pass packets back and forth, they assume that all information in the packet is vital. As a result, one computer will send a message to another, which opens the packet, checks to see that it arrived safely, and sends a reply to the originator saying "Okay, send me another one!" While that's fine—and even necessary—if you've sent an e-mail message, it can put a massive hit on a game's performance.

To help bypass these bottlenecks, some games, including Doom-style action titles, "broadcast" their packets without requesting a reply from receiving computers. That way, the sending machine can simply ship off the info as it becomes available. The assumption is that if the receiving computer misses a packet now and then, it's no big deal. Some games can even "fill in the blanks" by guessing what should happen, more or less, even if a packet gets lost; thus so you don't notice much slowdown while you play.

Other games, including MicroProse's CivNet, make sure that all information in every packet arrives in one piece. As a result, such games check every bit of info using a "checksum." A checksum is simply a number generated by running the game's data packet through a mathematical formula. The number gets transmitted with the packet to the receiving computer, where the formula is once again performed on the packet. If the checksum numbers on both ends match, it's assumed the data is okay, and the computer sends an "Okay" signal back to the transmitting machine and moves on to the next packet.

Sure, such safety features can slow down game play, but if a single bad or missed packet could spell the difference between gaining or losing an entire city, it's worth the effort.

Where Do We Go From Here?

Even now, online gaming is still a virgin territory by most measures. Game makers, network developers, and online service providers are constantly finding new ways to boost the fun factor. Web-based worlds, thousand-player virtual battlefields, interactive TV, and online game shows with fabulous prizes are on the way.

As a result, the technology behind the scenes will have to become even more complex, while the front end seen by the player must become even simpler. It may take some time, but when it happens, it'll be an even more wonderful way to play. ■

Judgment Day, *continued from page 55*

releasing CyberSpeed on the PlayStation.

In 1996, look for Dragon Lore II. Duff says the Win 95-only sequel to the knights-on-dragonback saga will map video onto the faces of 3-D models in real time—a technical coup if Mindscape can pull it off. The sneak preview shown at Judgment Day looked quite impressive—characters seemed to be solid and alive, not just flat, drawn representations.

Windows Shopping

Acclaim Entertainment	516-656-5000
Accolade	800-245-7744
Activision	800-477-3650
ATI Technologies	905-882-2600
CyberDreams	818-223-9990
Digital Pictures	800-332-0032
Domark	800-695-4263
Electronic Arts	800-245-4525
GT Interactive	800-332-4300
LucasArts Entertainment	800-782-7927
Microsoft	800-426-9400
Mindscape	800-234-3088
Reality Bytes	617-621-2500
Rocket Science	800-304-4263
7th Level	800-884-8863
Sierra On-Line	800-757-7707
Sony Interactive Entertainment	800-438-7794
SSI	800-601-7529
Time Warner Interactive	800-482-3766
TriMark Interactive	800-424-7070
Viacom New Media	800-469-2539
Virgin	800-874-4607



WarHawk is moving to Windows 95 from the Sony PlayStation.

WarHawk and Twisted Metal

Sony Interactive Entertainment is also porting a pair of impressive-looking Win 95 titles from the Sony PlayStation. Due in March, WarHawk is an air-combat game with six air-to-air and air-to-ground missions that become increasingly surreal throughout the game. Meanwhile, Twisted Metal stages an automotive battle on the streets of L.A., with five three-dimensional environments, four perspectives, twelve vehicles, and plenty of special weapons.

Developed for Sony Interactive Entertainment by SingleTrac in Salt Lake City, both games feature fast, arcade-style action with rich 3-D graphics that exploit the power of Windows accelerators under Win 95. Pre-alpha versions looked every bit as slick as the PlayStation versions that were due to ship in November 1995. ■



Twisted Metal should look almost this good on Win 95.

Additional research for this story by Suzanne Frear.

TECH SHOP

S.O.S.

Catching up with fast-talking modems, shifting into Pentium OverDrive, and pegging MPEG.

Free to be DSVD

What exactly is a DSVD modem? How does one work? Can I really talk to someone while playing a game over one?
Don Summers
Cleveland, OH

Yes, a DSVD (Digital Simultaneous Voice and Data) modem will let you play games and cast aspersions on your opposition at the same time on the same phone line. DSVD modems use part of the line's "bandwidth" (the total amount of data that can be transferred at one time) to send compressed voice, saving the rest for normal data traffic. The result is that you won't be able to use the full data performance of your modem, but you will be able to chat—and call people all sorts of bad names—while you play.

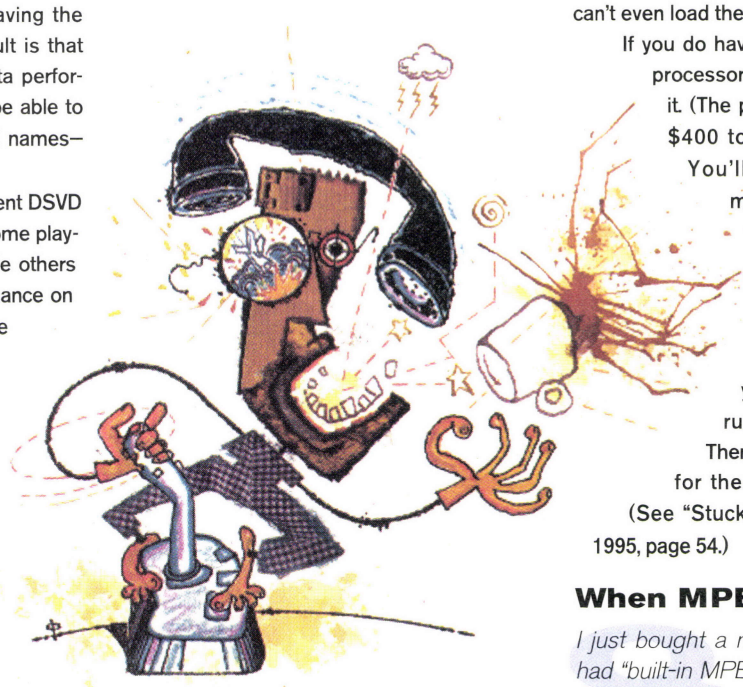
User reports vary on how well current DSVD modems work with today's games. Some players seem to have few problems, while others find noticeable slowdowns in performance on such titles as Doom. If you do have problems, contact your modem vendor. Its tech support folks should have suggestions on how best to configure your particular model for use with games.

I recently purchased a U.S. Robotics modem with V.34 compression. However, no matter what computer I connect to, I can never get speeds anywhere near the 28.8Kbps maximum. Am I doing something wrong, or should I try sending the modem back and getting another one?
Steve Richmond
Macon, GA

The problem may not be with you or your modem. The culprit may actually be your phone lines. You see, getting 28,800 bits of data down those old copper wires every second is no easy task. It takes very clean connections and a bit of luck to do it well, and even a hint of line noise can quickly drop your performance down to much slower speeds.

Unfortunately, there may not be much you can do about the problem. Just in case the noise is coming from inside your house, try connecting the modem to another phone jack. If that clears things up, you may just have a bad connection at one jack.

You can also call your local phone company and have them run a noise test on your lines. Don't expect much sympathy unless the noise is really bad, though. The phone company is responsible only for making sure that you can talk to and understand conversations; no one gives a hoot if you can't play a high-speed game of Hexen.



Someday, all that old copper may be replaced with high-speed, ultra-quiet fiber. Until then, some of us won't be able to get the best use out of today's fastest modems.

Shifting into OverDrive

Those new Pentium OverDrive upgrade chips seem to be a pretty good deal. I've got a 486/50 with 4MB of RAM. Would I see much difference running the OverDrive chip? I really don't want to waste $250.
Carol Henning
Fort Wayne, IN

I've got just the answer you've been looking for: It depends. To really get the most out of your system, you'd actually have to upgrade both your processor and your memory. 4MB of RAM doesn't even meet the minimum requirements for many of today's memory-hungry game and multimedia titles, so having a faster processor won't mean much if you can't even load the program.

If you do have the cash to buy both the processor upgrade and the RAM, do it. (The pair shouldn't be more than $400 total, if you shop around.) You'll see a dramatic performance improvement for a lot less money than buying a new computer.

If you can't afford both, consider the memory upgrade first. That way you'll be able to at least start running the latest software. Then you can save your pennies for the processor upgrade later. (See "Stuck in OverDrive," November 1995, page 54.)

When MPEG Isn't

I just bought a new computer that said it had "built-in MPEG." So I went out and got the MPEG version of Silent Steel, because I really love submarines and movies about subs. Now the stupid thing doesn't want to work! Help!
Ryan Matthews
Portsmouth, NH

Ryan, unfortunately for you, there's MPEG, and then there's MPEG.

One kind of MPEG (a video compression scheme) uses a special piece of hardware, called an MPEG accelerator, to help the computer process and display full-screen MPEG video. The other kind of MPEG uses a bit of

ILLUSTRATION BY DAVID POVILAITIS

software, an MPEG decompressor, to process MPEG using just your system's CPU.

Many MPEG games are designed to run only on computers with hardware MPEG accelerators like those from Sigma Designs. Your computer probably doesn't have such an accelerator, but you should check the manual to be sure. If your computer has only a software MPEG decompressor, the MPEG version of Silent Steel won't run on your machine.

You aren't completely sunk, though. Tsunami recently released a version of Silent Steel that works just fine without MPEG or special hardware. (See our review on page 88.) Try to exchange the MPEG version of Silent Steel for the latest version of the game. The video won't be as big or as high in quality, but at least you'll be able to play it.

Bug Battle

I just installed Windows 95, and now my old copy of Microsoft Antivirus has detected a virus, but Windows 95 won't let me remove it! What do I have to do?

Shane Rigley
New York, NY

As part of its wonderful and plentiful safety features, Microsoft implemented a LOCK feature in Windows 95. The LOCK feature is designed to keep all those ham-handed users out there from actually writing directly to your hard disk without Windows 95's permission. Unfortunately, it also prevents certain very useful programs, such as Microsoft Antivirus, from doing their jobs.

You can get around the problem by typing LOCK and hitting Enter at a DOS prompt under Windows 95. Then run the antivirus package; it should now be able to remove that pesky virus.

Even better, you should look into buying a new Windows 95-native virus protection package such as those from Symantec or McAffee. They don't require the extra step and should be safer under Windows 95. ■

Fax, mail, or e-mail your queries to the S.O.S. staff at:

- *PC Entertainment*
  951 Mariner's Island Blvd., Suite 700
  San Mateo, CA 94404
  - Fax: 415-349-7781
  - CompuServe: 73361,263
  - America Online: ElecEnt
  - Internet: e2@iftw.com

Sorry, but we can't send personal responses to every question.

Electronic Entertainment is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 194 computer publications in 62 countries. Forty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA'S Computerworld Argentina, Infoworld Argentina; ASIA'S Computerworld Hong Kong, PC World Hong Kong, Computerworld Southeast Asia, PC World Singapore, Computerworld Malaysia, PC World Malaysia; AUSTRALIA'S Computerworld Australia, Australian PC World, Australian Macworld, Mobile Business Australia, Network World, Reseller, IDG Resources; AUSTRIA'S Computerwelt Oesterreich, PC Test; BRAZIL'S Computerworld, GamePro, Mundo IBM, Mundo Unix, PC World; BULGARIA'S Computerworld Bulgaria, Ediworld, Macworld Bulgaria, PC World Bulgaria; CANADA'S Direct Access, Graduate Computerworld, InfoCanada, Network World Canada; CHILE'S Computerworld, Informatica; COLOMBIA'S Computerworld Columbia; CZECH REPUBLIC'S Computerworld Electronika, PC World; DENMARK'S CAD/CAM WORLD, Communications World, Computerworld Danmark, LOTUS World, Macintosh Produktkatalog, Macworld Danmark, PC World Danmark, PC World Produktguide, Windows World; ECUADOR'S PC World; EGYPT'S Computerworld Middle East, PC World Middle East; FINLAND'S MikroPC, Tietoviikko, Teitoverkko; FRANCE'S Distributique, GOLDEN MAC, InfoPC, Languages & Systems, Le Guide du Monde Informatique, Le Monde Informatique, Telecoms & Reseaux; GERMANY'S Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, Information Management, Macwelt, Netzwelt, PC Welt, PC Woche, Publish, Unit; HUNGARY'S Alaplap, Computerworld SZT, PC Virlag, PC World; INDIA'S Computers & Communications; ISRAEL'S Computerworld Israel, PC World Israel; ITALY'S Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC World Italia; JAPAN'S Computerworld Today Information Systems World, Macworld Japan, Sunworld Japan, Windows World; KENYA'S East African Computer News; KOREA'S Computerworld Korea, Macworld Korea, PC World Korea; MEXICO'S Compu Edicion, Compu Manufactura, Computacion/ Punto de Venta, Computerworld Mexico, MacWorld, Mundo Unix, PC World, Windows; THE NETHERLAND'S Computer! Totaal, LAN Magazine, Lotus World, MacWorld Magazine, NEW ZEALAND'S Computer Listings New Zealand, New Zealand PC World; NIGERIA'S PC World Africa; NORWAY'S Computerworld Norge, C/world, Lotusworld Norge, Macworld Norge, Networld, PC World Ekspress, PC World Norge, PC World's Product Guide, Publish World, Student Data, Unix World, Windowsworld, IDG Direct Response; PANAMA 'S PC World; PERU'S Computerworld Peru, PC World; PEOPLE'S REPUBLIC OF CHINA'S China Computerworld, China Infoworld,PC World China, Electronics International; China Network World; IDG HIGH TECH BEIJING'S New Product World; IDG SHENZHENZHEN'S Computer News Digest; PHILLIPINE'S Computerworld, PC World; POLAND'S Computerworld Poland, PC World/Komputer; PORTUGAL'S Cerebro, Computerworld, Correio Informatico, Macln, PC World; ROMANIA'S PC World; RUSSIA'S Computerworld-Moscow, Mir-PC; Sety; SLOVENIA'S Monitor Magazine; SOUTH AFRICA'S Computer Mail, Computing S.A., Network World S.A.; SPAIN'S Amiga World, Computerworld Espana, Communicaciones World, Macworld Espana, Nextworld, PC World Espana, Publish, Sunworld; SWEDEN'S Attack, ComputerSweden, Corporate Computing, Lokala Natverk/LAN, Lotus World, MAC&PC, Macworld, Mikrodatorn, PC World, Publishing & Design (CAP), Datalngenjoren, Maxi Data, Windows World; SWITZERLAND'S Computerworld Schweiz, Macworld Schweiz, PC & Workstation, PC Katalog; TAIWAN'S Computerworld Taiwan, Global Computer Express, PC World Taiwan; THAILAND'S Thai Computerworld; TURKEY'S Computerworld Monitor, Macworld Turkiye, PC World Turkiye; UKRAINE'S Computerworld; UNITED KINGDOM'S Lotus Magazine, Macworld, Sunworld; UNITED STATES' AmigaWorld, Cable in the Classroom, CD REview, CIO, Computerworld, Desktop Video World, DOS Resource Guide, Electronic Entertainment, Federal Computer Week, Federal Integrator, GamePro, IDG Books, InfoWorld, InfoWorld Direct, Laser Event, Macworld, Multimedia World, Network World, NeXTWORLD, PC Letter, PC World, PlayRight, Power PC WorldPublish,, SunWorld, SWATPro Video Event, Video Toaster World; VENEZUELA'S Computerworld Venezuela, MicroComputerworld Venezuela, VIETNAM'S PC World Vietnam.

PC Entertainment Advertiser Index

ADVERTISER	PAGE	ADVERTISER	PAGE
7th Level	89	Microforum (Let's Draw)	65
Acclaim	91	Microforum (Virtual Corp.)	48
Activision (Earthworm Jim)	111	Microsoft (Golf)	67
Activision (Mech Warrior 2)	46-47	Microsoft (Sidewinder)	122-123
ActSoft, Inc	152	Mindscape	85
American	21	Mission Control (New Mach.)	157
Aplicom	152	Mission Control (IQ sub)	158-159
Anomaly	150	Mission Control (Dig. Play.)	153
Art Data	C3	Multivision Electronics	155
Aura Systems	23	National CD-ROM	156
Byron Preiss	45	New World	26-27
CD Discount	152	Nexus Multimedia	155
CH Products	103	Nu Millenia	2-3
Computer Business Services	14	Phillips Interactive (Fighter)	15
Crave	154	Phillips Interactive (Alien)	9
Creative Labs (Introducing)	60-61	Pop Rocket	119
Creative Labs (Are you ready?)	C4	Pulse	71
Digital Pictures (Life's...)	17	R & G	155
Digital Pictures (Max. Surge)	54	Sales Curve (Gender)	7
Domark	93	Sales Curve (Kingdom)	19
Empire Interactive	138	Sancutary Woods (Riddle)	81
FormGen (Duke Nuken)	33	Sancutary Woods (Lion)	127
FormGen (Black Knight)	43	Sega (Saturn titles)	113
FormGen (Mimi & Mites)	77	Sega (Saturn Sports)	109
FormGen (Terminal Velocity)	69	Sir Tech Software	121
GameTek	87	Software of the Month	155
Grolier Electronic (Homicide)	134	Sony Computer (Football)	148-149
Grolier Electronic (Terror)	139	Sony Interactive (Wipeout)	75
Grolier Electronic (Sci Fi)	137	Sony Interactive (Derby)	83
GT Interactive	39	Sony Interactive (Lemmings)	50
GTE Entertainment	56	Sony Interactive (Extreme)	63
Interactive Magic (Star)	131	Sony Interactive (Eastern)	97
Interactive Magic (Apache)	95	Spectrum	31
Interplay	34-35	Stormfront Studios	107
Konami	140-141	Strategic Sims	41
Legend	105	Time Warner (3D Table)	25
Lucas Arts (Dark Forces)	51,53,55	Time Warner (Atmosfear)	117
Lucas Arts (The Dig)	C2-1	United CD ROM	151
Lucas Arts (Fighter Coll.)	101	Viacom New Media	73
Megatech	115	Virgin	10-11
Microforum (Expect No)	29	Williams	99

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

Advertising Sales Offices

Jim Shepherd, National Advertising Director
951 Mariner's Island Blvd., Suite 700
San Mateo, CA 94404
Tel: (415) 286-2530 Fax: (415) 349-8532

Sara Wood, Advertising Coordinator
(415) 286-2516

Cindy Penrose,
Marketing Services Manager
(415) 286-2553

Manisha Patel,
Advertising Services Specialist
(415) 286-2516

Western United States
Stephen McGill
Regional Sales Manager
Pamela Raass, Sales Associate
951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404
Tel: (415) 286-2514
Fax: (415) 349-8532

South West United States
Julie Knapp
Regional Manager
Sheri Epstein, Sales Associate
9911 W. Pico Blvd., Suite 1460
Los Angeles, CA 90035
Tel: (310) 286-3247
Fax: (310) 286-3250

Eastern United States
John McMahon, Regional Manager
Cathy Langhaar, Sales Associate
Continental Plaza Three
433 Hackensack Ave., 8th Floor
Hackensack, NJ 07601
Tel: (201) 489-1155 Fax: (201) 489-6277

Electronic Entertainment Marketplace
Shannan Gehring, Account Executive
951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404
Tel: (415) 286-2552 Fax: (415) 349-8532

List Rentals
Randy Randolph
Fullfillment Specialist
(415) 286-2505

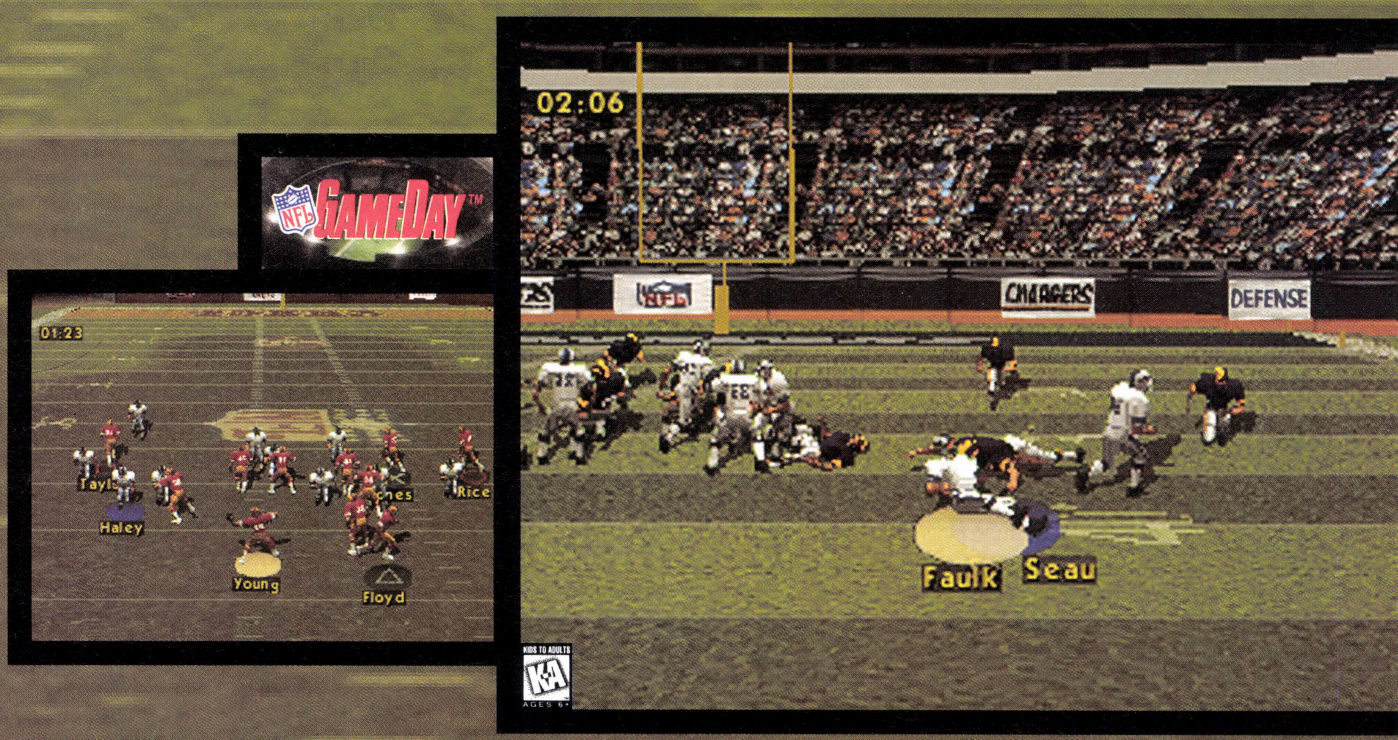
Reprints
Rebecca Patton
Marketing Coordinator
(415) 286-2562

PlayStation.

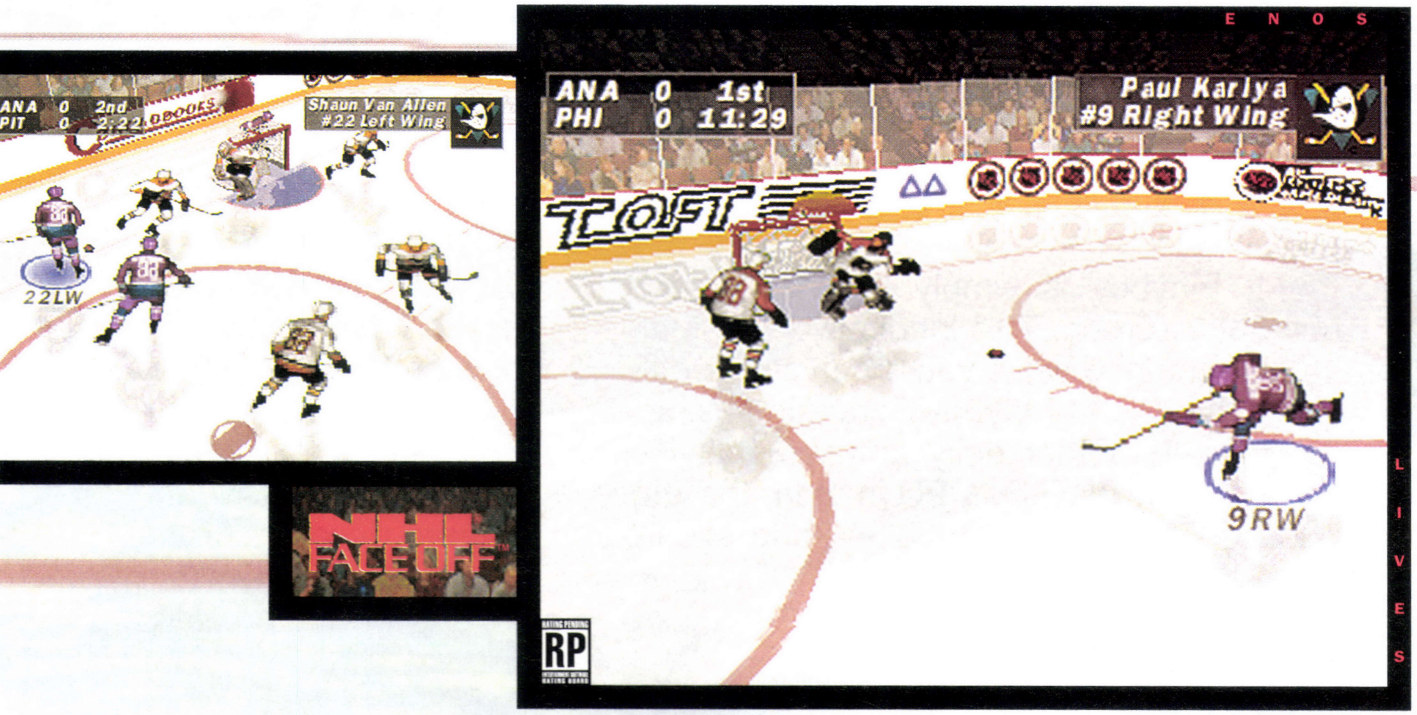




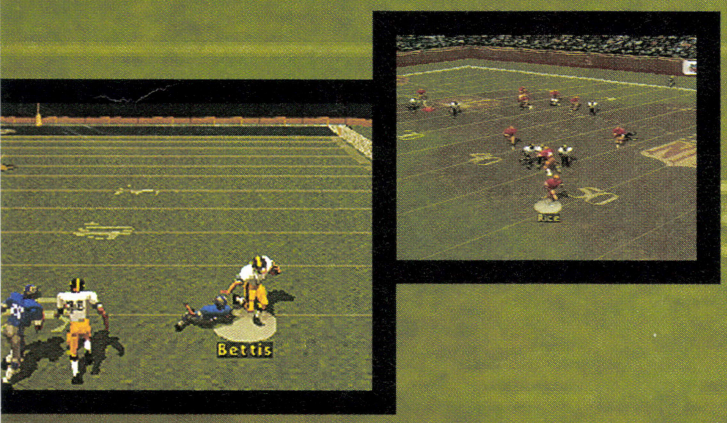
You know that dream you've always had of playing professional



To find out more about PlayStation, check out our WebSite address at http://www.sony.com. For game hints call 1-900-933-SONY (7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R NOT READY is a trademark of Sony Interactive Entertainment Inc. Developed by Sony Interactive Studios America. Officially licensed and GameDay are registered trademarks of the National Football League. All rights reserved. Officially licensed Product of the National Hockey League Players Association. ©1995 NHLPA. TM and ® designate not be reproduced without the prior written consent of NHL Enterprises, Inc. ©1995 NHL. Officially licensed Product of the National Hockey League ®. NHL is a registered trademark and Face Off is a trademark of the NHL.



sports? Well, it's not a dream anymore. It's a nightmare.



If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL® FACE OFF™ and you're on the field with NFL GAMEDAY.™ The Sony® PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

SONY PlayStation

U R NOT E™

permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. Sony is a registered trademark of Sony Corporation. PlayStation product of the NFL Players and NFL Properties. NFL team names, logos, helmet designs and uniform designs are registered trademarks of the team indicated. NFL trademarks of licensor and are used under license. All NHL and team logos and other marks depicted are the property of the NHL and the respective teams and may ©1995 Sony Interactive Entertainment Inc. Call 1-800-771-3772 for Information on Game Ratings.

PlanIt PLAYBOY®

PlanIt Playboy is simply the hottest day planner ever to light up a computer screen. This innovative multimedia information manager keeps you entertained while you organize your life. Each calendar page admits you to the PlanIt Playboy Screening Room where a full-motion video can be viewed. Other daily amusements include a 30 year photographic revue of the Playboy's Playmates, the provocative Playboy Advisor, the best of Playboy's Party Jokes, and excerpts from three decades of the Playboy Interview.



* More Than 350 Stunning Playmates
* Convenient Drag & Drop Scheduler
* Over 1,000 Photographs
* Easy To Use Address Book
* Playmate-Video Alarms
* The Best Of Playboy's Party Jokes

Sneak a peek FOR FREE*

Sneak a Peek at the shareware version of PlanIt Playboy for free. Download it from the internet, or from CompuServe, or for $5.00 shipping and handling we will send it to you on CD-ROM. Just can't wait, order the complete PlanIt Playboy CD-ROM version for only $29.95. Requires Windows 3.1 or Windows 95.

Download from the World Wide Web at:
http://www.playboy.com

Download from CompuServe at:
GO GRAPHICS

Download from Anomaly BBS at:
(714) 282-6170

Call ANOMALY to have the PlanIt Playboy shareware version sent to you on CD-ROM for $5.00 shipping and handling.

ANOMALY

1-800-448-6170

©1995 Anomaly Corporation.
All rights reserved.
Portions © Playboy Enterprises, Inc. Playboy and Rabbit Head are trademarks of Playboy Enterprises, Inc. PlanIt Playboy is a trademark of Anomaly Corporation. Windows and Windows95 are trademarks of Microsoft Corporation. All other trademarks are the property of their respective owners.

Free Software with every purchase!

1-800 864-8334 Same Day Shipping!

United CD ROM

ORDER AS LATE AS MIDNIGHT! SAME DAY SHIPPING**

Hours M-F 8 am – 12 midnight • Sat. 8 am – 5 pm Sun. 12 Noon – 5 pm (All times listed are CST)

Over 4,000 Titles!

Call for free catalog:

1-800 UNITED4

1-800-864-8334

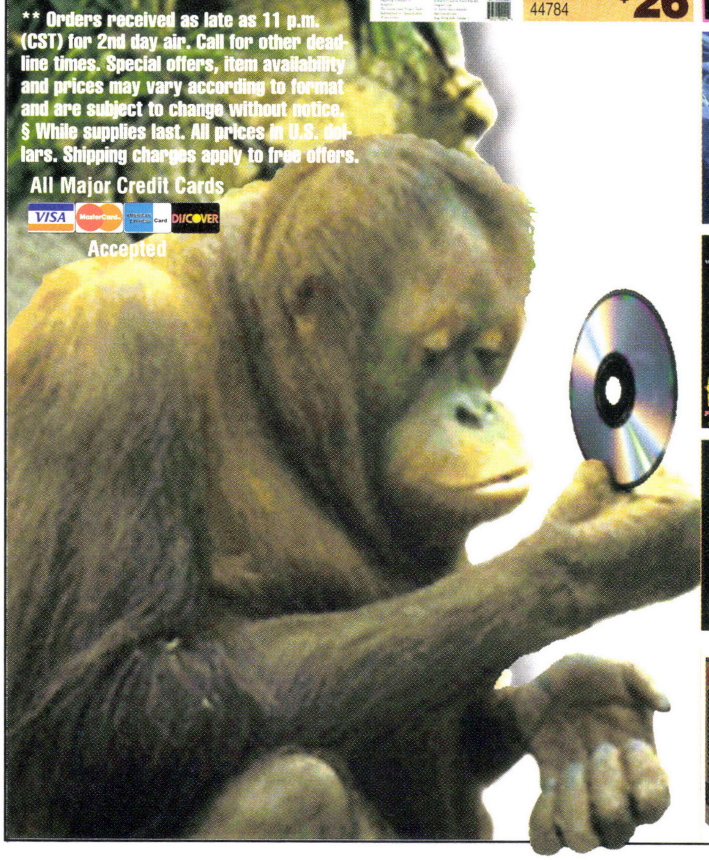
Over 800 Adult Titles at CDAdult

1-800-232-3858

BBS 1-217-352-9654
Contact us ON-LINE on CompuServe: 70043,1805
on America On-Line, Member Name: UNITEDCD
UNITED CD ROM INFO
via Fax back at 1•217•352•8128

** Orders received as late as 11 p.m. (CST) for 2nd day air. Call for other deadline times. Special offers, item availability and prices may vary according to format and are subject to change without notice. § While supplies last. All prices in U.S. dollars. Shipping charges apply to free offers.

All Major Credit Cards Accepted





Lemmings 3D
by SONY Entertainment
The world famous Lemmings are lost in a 3-D world. You must give them the skills and powers they need.
43409 **$29**



Pax Imperia II
by Davidson & Associates
Control every aspect of civilization on the verge of entering the vast frontier of space.
44437 **$39**



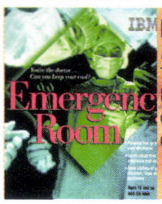
Triple Threat
by IBM Multimedia
Quardra command places you smack dab into the pilot seat. You're in command of a high tech space fighter.
46218 **$27**



Pro Pinball
by Empire
Played on a fully interactive SGI generated 3D table. A "ballcam" view allows you to follow the ball.
44462 **$36**



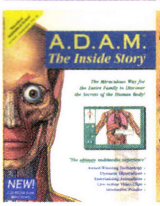
F-16 Fighting Falcon
by Interactive magic
Intense aerial action for flight sim veterans and beginners alike. The hottest 3-D graphics in the industry.
40568 **$44**



Emergency Room
by IBM
Through the magic of CD ROM you enter the world of an emergency room doctor.
36515 **$38**



Ms. Metaverse
by Electromedia
Gorgeous girls go toe to toe amidst the splender of virtual vegas competing for the Ms. Metaverse title.
40481 **$24**



ADAM The Inside Story
by ADAM Software
Discover the secrets of the human body thru exploration, animations, video and sound.
47078 **$32**



Complete Kids Pack
by Encore Software
Ages 6 to 12... Includes, Math Ace, Word City, Mario's Time Machine, Imaginator and Four Footed Friends.
47092 **$26**



5ft 10 Pak Collector's Edition
by Sirius
Titles include: Exploring Windows95, Journeyman Project Turbo, Dr. Ruths Encyclopedia.
44784 **$26**



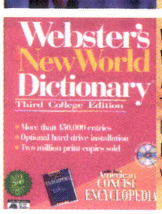
Ice Breaker
by 20th Century Fox
Addictive! Awesome blend of action and strategy! Set in a highly abstract and surreal world.
47515 **$30**



Resident's Bad Day on The Midway
by WEA
Dodge death and taxes as you try to solve a mystery murder.
44606 **$27**



Tek War
by Intracorp
Based on the successful series of novels authored by William Shatner. Network playable!
44673 **$45**



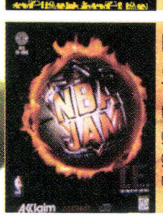
Webster's New World Dictionary
by ZCI Inc.
The desk dictionary used by leading newspapers. Includes 15,000+ entries plus virtual thesaurus.
42344 **$16**



Super 7
by Centron Software inc.
Includes: Casino Master Multimedia, Crossword Creator, Puzzle Master, Jigsaw Power, Games Master, and Canis
47604 **$17**



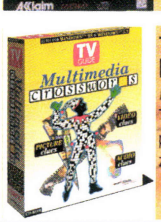
Ultimate Game Collection
by Encore
Includes 6 versions of the all-time best selling CD-Rom games.
41049 **$24**



NBA Jam
by Acclaim
The best arcade translation to the PC yet. With faster gameplay and incredible graphics. More super-slammin' action.
41098 **$43**



Game Parlor
by Wizard Works
Collection of six "Parlorr" games including Chess, backgammon and more!!
47822 **$17**



TV Guide's Multimedia Crossword
by Intermedia
The ultimate multimedia product. Includes many puzzles and 170 crosswords.
47456 **$17**



StarTrek: Deep Space Nine
by Macmillan Publishing
An interactive adventure based on the TV series with a captivating plot and more.
46229 **$38**

Free! Adult CD-ROM

*Digital Playground's Erotic Virtual Sampler disk with every purchase

Visit our Web Site
http://www.lyb.com/CD-Discount

INTERACTIVE CD-ROMS

Blondage	$35
Hot Slots	$49
The Maddam's Family	$39
Intimate Possibilities	$49
Seymore Butts II	$49
Vampire's Kiss	$49 Full Screen Video
Virgins I	$39
Virgins II	$39
Virgins III (NEW)	$49 Full Screen Video
Virtual Sex Shoot	$59 Full Screen Video

HQ PHOTO DISKS

Elite American Girls I	$29
Elite American Girls II	$29
Elite European Girls I	$29
Elite European Girls II	$29

DIGITAL MOVIES

Baby's Got Butt	$23
Big BooB Babes FULL-SCREEN VIDEO	$29
Dripping with Desire	$23
Hidden Obsessions	$23
Sexual Instinct	$23

The Sexy 6-Pack only $49.99
From Digital Playground A $150 value
1.Elite European Models I 2.Erotic Virtual Sampler
3.Baby's Got Butt 4.Sexual Instinct
5.Barlow Affairs 6.Inferno

SUPER SAVER BUNDLES (4 CD-ROMS each)

Vampire Bundle. $99
Vampire's Kiss, Dripping with Desire, Elite Euro I, Sampler

Virtual Sex Shoot Bundle $99
Virtual Sex Shoot, Dripping with Desire, Elite Euro I, Sampler

Virgins Bundle $99
Virgins 3, Dripping with Desire, Elite Euro I, Sampler

Seymore Butts II Bundle $99
Seymore Butts II, Dripping with Desire, Elite Euro I, Sampler

Intimate Possibilities Bundle. $99
Venus Interactive, Dripping with Desire, Elite Euro I, Sampler



Position her any way you want in realtime

"Virtual Sex Shoot will send everyone else back to the drawing board." *IQ Magazine*

"★★★★1/2...One of the most impressive titles I have ever seen." *Adult Video News (AVN)*

"...Not one company has released a game with so many capabilities." *Hard Drive Magazine*

"★★★★1/2...The true VR graphics in Virtual Sex Shoot take 3D to the next level." *Interactive Quarterly Magazine*

The HOT New Release!
DIGITAL PLAYGROUND'S
Virtual Sex Shoot

Immerse yourself in a virtual 3D adult playground, using the revolutionary Quicktime VR to experience virtual sex like you never have before. The most advanced game of its kind! Virtual Sex Shoot features:

- User-controlled multi-camera switching
- Breathtaking 3-D virtual world
- HQDV Full-screen video playback
- 360° VIRTUAL VISION™
- Fantasave™ interface allows visual fantasies to be captured and exchanged (through BBS, floppies, Internet)
- QuickTime VR™

Only $59

VIRGINS 3:"THE TEMPLE OF VIRGINITY" by Digital Playground
"AAA Rating . . . Virgins sits a notch or two above typical cybersex CDs."
New Rave MAGAZINE



VAMPIRE'S KISS by Digital Playground
"Vampire's Kiss by Digital Playground...is something entirely new. The 3-D graphics are nothing short of spectacular, rivaling those of Myst and 7th Guest."
Electronic Games Magazine



(800) 990-9077 Foreign orders (818) 772-6969 Fax orders 818-773-8314
Check/Money Order to: **CD DISCOUNT** 21115 Devonshire St. #304 Chatsworth, CA 91311

Dealer and Distributor inquiries welcome.
SHIPPING & HANDLING: Domestic $5.95. Canada $10.95. Foreign $36.00. AK, HI, Puerto Rico, Guam $10.95. CA residents add sales tax. Must be 18 or older to order. Void where prohibited and restricted.

AMPLICOM

7710 Arjons Dr. suite B • San Diego, CA 92126

Over 3000 CD Titles, Hundreds of Adult CDs!

Apache	$35
Battle Beast	39
Buried in Time	45
Command & Conquer	45
Dark Forces	29
Fade to Black	37
Full Throttle	39
FX Fighter	29
Heroes of Might & Magic	35
Hi-Octane	39
Lords of Midnight	45
Magic Carpet 2	37
Mechwarrior 2	42
Mirage	39
Mortal Kombat 3	46
Need for Speed	39
NHL Hockey 96	37
Phantasmagoria	45
Pitfall	39
PGA Tour 96	37
Primal Rage	42
Star Trek: A Final Unity	45
Tek War	42
Under a Killing Moon	39
US Navy Fighters	29
US Marine Fighters	24
Virtual Pool	32
Werewolf Vs Commanche	37
Witchaven	39

Adult Titles

Adult Samplers	$9
Abnormal Lady	15
Amateur Models	19
Amorous Asian Girls	15
A.P.L. #4	19
Asian Palate	19
Bodacious Beauties	15
Busty Babes 4	29
Centerfolds on Disc	15
Clipart Erotica	25
Demon School	15
Dirty Debutantes 2	29
Gay World	29
Giffy Gold 3	19
Girls Do'in Girls 2	19
Hot Pics! Vol. Sex	15
Interactive Seymore Butts 2	39
Japanese Garo Collection	19
Le Blue Girl 2	19
Ladies Club: Poker Night	19
Penthouse Virtual Photo 5	45
Seymore Six Pack	35
Space Sirens 2	29
Vampire's Kiss	35
Virtual Sex Shoot	35
Virtual Valerie 2	32
Virtual Vixens	19
World's Best breasts	15

Call for a FREE Catalog!!

1-800-396-8772

Inside CA. : (619) 693-9127
Fax Orders: (619) 693-3368

We accept VISA, MasterCard, Mail, and C.O.D. orders

MOVING?

Call

Let us know your change of address (subscribers only).

OR WRITE TO:
PC Entertainment
P.O. Box 59710
Boulder, Co 80322-9710

PC Entertainment

1-800-688-4575

ACTSOFT INC.

AFFORDABLE CD ROM SELECTION

Return policy: We will only accept and refund unopened items. Returned items are subject to 15% restocking fee. Shipping charges are not refundable. We will replace any defective item with no charge within 30 days of purchase.

Order Information: Minimum shipping & handling is $4.50 for UPS Ground. Other rates apply for next day delivery. Add additional $6.00 for C.O.D. orders. C.O.D. orders must be paid by certified check or money order. There is no Surcharge on Credit Card orders. Personal check orders will be shipped after the check is cleared. The price and availability are subject to change without notice

Some of the software listed is OEM bundled. OEM only sold with new hardware.

21 AND OVER

Dream Machine	$35.00
Hot Slots	$35.00
Sey More Butts II	$39.00
Mind Teazze 1,2	$29.00
Neuro Dancer	$32.00
Night Watch 2	$32.00
Pleasure Zone	$29.00
Private Prison	$39.00
Scissors N Stones	$29.00
Space Sirens	$39.00
Space Sirens 2	$42.00
Tokio Night Life	$35.00

ORDER NOW!
1-800-560-6234

AMERICAN EXPRESS VISA MasterCard C.O.D. PERSONAL CHECK

YOUR IMAGINATION HAS NEVER BEEN THIS REAL.

"Virtual Sex Shoot will send everyone else back to the drawing board."
—IQ Magazine

"★★★★1/2...One of the most impressive titles I have ever seen."
—Adult Video News Magazine (AVN)

"...Not one company has released a game with so many capabilities."
—Hard Drive Magazine

"★★★★1/2...The true VR graphics in Virtual Sex Shoot take "3D" to the next level."
—Interactive Quarterly

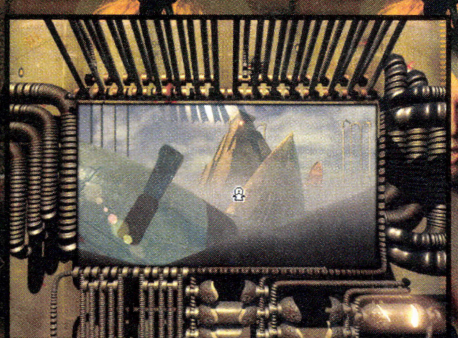
Microsoft Windows Compatible
HQDV Full Screen Technology
Virtual 360 Vision
QuickTime VR
Mac OS

$49

DIGITAL PLAYGROUND'S

Virtual Sex Shoot

The World's First Adult QuickTime VR™ Adventure



Explore in virtually all directions with QuickTime VR™

MISSION CONTROL

TO ORDER CALL TOLL FREE

(800) 999-7995

TEL (201) 783-3600
FAX (201) 783-3686



Touch her. Move her. Position her any way you want in real time.

CRAVE
Division: Rockabilia, Inc.

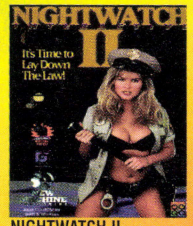
THATS RIGHT , *CRAVE* HAS THE HOTTEST NEW *ADULTS ONLY*
CD ROMS TITLES TO SATISFY YOUR CRAVING.
INTERACTIVE MOVIES, INT. GAMES, STILLS AND THE LATEST ANIMATED CD ROMS!

FAST SHIPPING, GREAT PRICES AND THE MOST COMPLETE LINE OF ADULT ONLY CD ROMS!!!

FREE CATALOG CALL TODAY! 612-942-9920



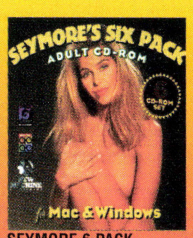
CRYSTAL FANTASY
Talk & play with Danni, Elizabeth, Sazzy, Shayna, Jaqueline and Theresa! HIGHLY INTERACTIVE video adventure! A-1 product!
#32688 $32



NIGHTWATCH II
Join a beautiful late night security guard as ahe makes her rounds at the most erotic and luxurous hotels. Interactive movie & game all in one! #10742 $32.



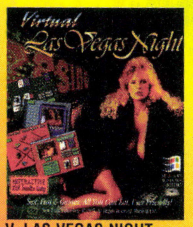
DREAM MACHINE 1or2
The cutting edge of virtual sexu-reality. Featuring seductive female escorts who guide you through a fantasy virtual world.
1#10743 $37 2#33036 $39



SEYMORE 6 PACK
If you like the Seymore CD the six pack is a great buy. Includes: On the loose, Playing with Fire, Do Ireland, meet Kathy Willets.
#32322 $47



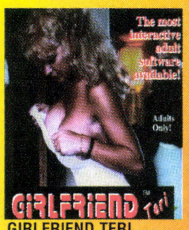
SEYMORE BUTTS 2
Help Seymore start a dating service, hooking up his friends with the most beautiful women in L.A., Make the right moves, and Seymore gets to mount his Mounty.
#10734 *LIMITED TIME-ONLY!* $42



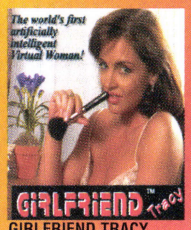
V. LAS VEGAS NIGHT
In The casino play Blackjack or Video poker, win enough money and see the sexy clips. Take a VACATION in the privacy of your own home! "This is outstanding video and game- play!!! A-1"
#32865 $39



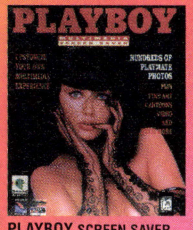
LA BLUE GIRL V-1
Original Japanese dialogue for uncensored pleasure. Enhanced with English subtitles. Two great movies with an erotic animated twist! CRAVES MOST POPULAR ANIMATED PRODUCT!
#32864 $29



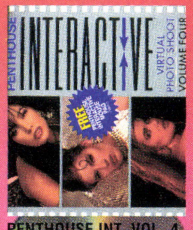
GIRLFRIEND TERI
Welcome to the one you can play for years. Never the same and she acts just like a real date. You can talk to girlfriend Teri and she talks back! PC ONLY! #10732 $38



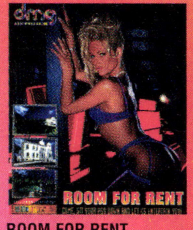
GIRLFRIEND TRACY
She is in stock and better than ever. "This is truely an outstanding product"! If you have had bad luck on dates try going out with Tracy!
#10846 PC ONLY $43!!!



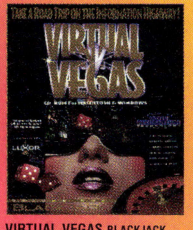
PLAYBOY SCREEN SAVER
images from 5 decades of *PLAYBOY*. 15 MIN. of video. Saver script modules include: WET & WILD, SEXY LINGERIE, GIRLS NEXT DOOR,SILK & SATIN and many MORE!
#31243 $29



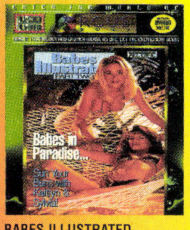
PENTHOUSE INT. VOL. 4
Penthouse Pets Tiffany Gurlingame, Seana Ryan, and Bonita Saint star in a private photo session where you call the shots. Take and view photos! Save images to disk! Plus over 90 min. full motion video free! #31244 $52



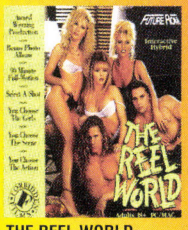
ROOM FOR RENT
The world of interactive manipulation. Visit these lovely girls while you attempt to rent a room from them. Treat them well because if you don't you'll find yourself back at the beginning of the game.
#31994 $49



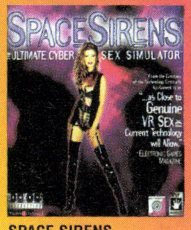
VIRTUAL VEGAS BLACKJACK
Virtual Vegas, featuring beautiful, responsive dealers, voice recognition technology, and full motion interactive video, promises to be the most popular stop on the information highway-you can bet on it.
#32013 $29



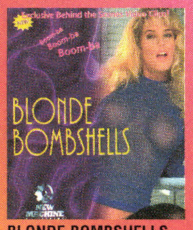
BABES ILLUSTRATED
The Babes of Intropics are back! Kaitlyn Ashley, Sylvia Ryder, Micky Lynn, Melanie Moore, Crystal Wilder, Brooke Waters and Felicia star.
#10990 $29



THE REEL WORLD
The continuing saga of four guys and four girls sharing a loft in Venice. "The most excitng movie CD available"
#31966 $26



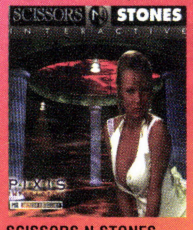
SPACE SIRENS
The ultimate cyber sex simulator. A you enter their domain and become a sex slave. " ONE OF CRAVES HOTTEST SELLING INTERACTIVE GAMES TO DATE!
#10740 $35



BLONDE BOMBSHELLS
No bomb can match the impact of these beautiful bombshells. This photo disk reveals the hottest blondes that will make you explode. And I mean the hottest!
STILLS #10773 $28



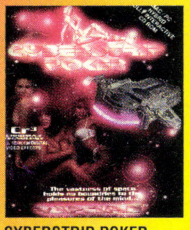
BUSH PILOTS
Super star Ashlyn Gere in this interactive movie. Our exclusive Cyber Comp process brings you the maximum in visual quality.
#32727 $24



SCISSORS N STONES
Head to head competition of high stakes. Fortunately, the stakes are not for money but rather for articles of clothing." *We love it*, if you like game play this is for you"! AVAILABLE MAC,PC $CALL



HOT LEATHER
Try to escape the dungeons walls in search of the ultimate pleasure of Hot Leather! Beware though, as demonic creatures are lurking about! "GREAT GAME & MOVIE!"
#32673 ONLY $29!



CYBERSTRIP POKER
Prepare yourself for a voyage to the outer reaches of the galaxy and the answer to your deepest desires. Play against 3 of the most suductive and alluring girls in the universe. #31563 $35

INTERACTIVE MOVIES

#10879	OUTRAGEOUS ORGIES	$30
#10566	PLEASURE ZONES	$32
#10788	VAMPIRES KISS	$37
#10739	VIRTUAL VIXEN	$33
#10555	HOT SLOTS	$39
#31943	CASTING CALL	$35
#10883	ANAL ROM	$26
#10710	CAFE FLESH	#22
#10770	PUT IT IN GERE	$29
#30305	DIRTY WESTERN 2	$32
#31228	SEXY NURSES 2	$28
#10982	DAYDREAMS	$28
#32647	MORE THAN HANDFUL	$28
#31630	CLOSE TO THE EDGE	$24
#31562	DIRTY DEPUTANTS 2	$29
#10840	DIRTY DEPUTANTS	$29
#32019	BIG BUST BABES	$24
#32623	HEATHER HUNTER	$35
#31622	VICE	$24
331623	STILLETTO	$24

INTERACTIVE GAMES

#30467	MIND TEAZZER 2	$35
#10782	NEURODANCER	$38
#10989	VIRTUAL SEX	$39
#32523	SPACE SIRENS 2	$35
#10878	NASTY PARTS	$38
#10741	DIGITAL DANCING	$27
#10735	CD BROTHAL	$26
#10810	TEXAS TABLE DANCE	$33
#32620	PORNO POKER	$29
#31889	BEST T&A 6	$18
#31979	VIRTUAL SEX SHOOT	$38
#32867	TABOO 13	$39
#31946	TABOO 12	$28
#10780	NIGHTWATCH	$35
#10899	TOUCH ME FEEL ME	$26
#32835	CYBER PEEP CHEERLDER	$29
#32836	" " NURSES	$29
#32837	"SCHOOL GIRL	$29
#32840	"WAITRESS	$29
#10841	DESIGNER BODIES	$26

STILLS

	PENTHOUSE PHOTO SHOOT.	CALL
#10756	UNDER GROUD LIB.	$28
#10804	EXPOSE	$22
#10771	BIKER BABES	$29
#32296	BUSTY BABES 3	$35
#32297	BUSTY BABES 4	$35
#31298	DANGEROUS BLNDS.	$24
#31246	SUPER MODELS	$20
#10755	SWEET CHEEKS	$26
#32301	BEVERLY HILL C. GRL	$25
#32304	TABLOID BEAUTIES	$33
#31262	PENT. SELECT A PET	$29
#32302	HEIDI'S EXPOSED	$28
#31204	VIRGINS 2	$35
#32034	DANISH EROTIC GRLS	$29
#32017	EROTIC ADVENTURES	$29
#31565	HOT SUPER MODELS	$23

2nd DAY AIR ONLY $6.00!!! MC, VISA ACCEPTED. CHECKS HELD 2-4 WEEKS UPON RECEIPT. MONEY ORDERS UNDER $200 SAME AS CASH. C.O.D.S $8.00 US .ONLY! ALL ORDERS SHIPPED SAME DAY IF PRODUCT IS IN STOCK. ALLOW UP TO 6 WEEKS ON OUT OF STOCK CDS. PRICES SUBJECT TO CHANGE. NOT RESPONSIBLE FOR TYPOGRAPHICAL ERRORS. ALL SALES ARE FINAL. DEFECTIVES CDS, ARE REPLACED WITH SAME ITEM. MN. RESIDENTS ADD 6.5% SALES TAX. NOT ALL ITEMS ARE IN STOCK, CALL FOR DETAILS!

YOU MUST BE AN ADULT TO ORDER!

SEND ORDERS TO: CRAVE Dept. 505
P.O. BX. 26370 St.Louis Park, Mn.55426
TO RECEIVE A **FREE CATALOG CALL 1-612-942-9920**

CRAVE ORDER FORM

NAME._____D.O.B._____
ADDRESS_____
CTY_____ST.____ZIP_____

ORDER NO.	DESCRIPTION	PRICE
1.		
2.		
3.		
4.		

S & H$_____
TOTAL$ _____

CASH, CHECK & MONEY ORDER ADD $4.00 S&H. . CREDIT CARD ORDERS ADD $2.00 POSTAGE. C.O.D. ORDERS $8.00 U.S. ONLY!. CANADA & FOREIGN COUNTRIES ADD $10.00 POSTAGE.. *UPS 2nd DAY AIR* , ORDERS UP TO 2lbs ADD $6.00.

MASTER CARD - VISA ACCEPTED!

FREE CATALOG CALL 1-612-942-9920

MUST BE AN ADULT TO ORDER

FREE

CD-ROM title with 1st purchase!

Always the Best Price!

All Night Long	$19	Public Fantasies	$16
Amorous Asian Girls	$19	Sakura Japan	$16
Bambi & Friends	$10	Samurai Pervert, Interactive	$39
Cheap & Dirty	$19	Scissors N Stones Interactive	$29
Cyber Whores	$16	Seymore Butts Interactive v2	$39
Depraved Fantasies v1 or v2	$19	Sorority Sex Kittens Interactive	$41
Domin-A-Tricks	$29	Space Sirens 2	$39
Dream Machine	$39	Sweet Summer	$14
Extreme Delights	$16	Teenage Sluts	$14
First Timers	$22	The Best of Squirts	$19
Girlfriend Teri Interactive	$39	Totally Raw	$29
Magic Bed 3-D	$19	Tulip	$19
Neuro Dancer	$29	Ultimate Erotic	$22
Night Watcher	$19	Underground Adult Ref. Library	$29
Oral Ecstasy	$16	Virtual Vixens	$39
Play Mistress for Me	$29	Wicked Sensations	$16
Porkware	$39	CALL FOR COMPLETE CATALOG!	



INFORMATION UNDERGROUND
Answers the "How To's" that most people are even afraid to ask about! Many of the most forbidden topics ever to be discussed, such as: Hacking, Phreaking, Lock Picking and MANY, MANY more! (For educational purposes only!) **$39**



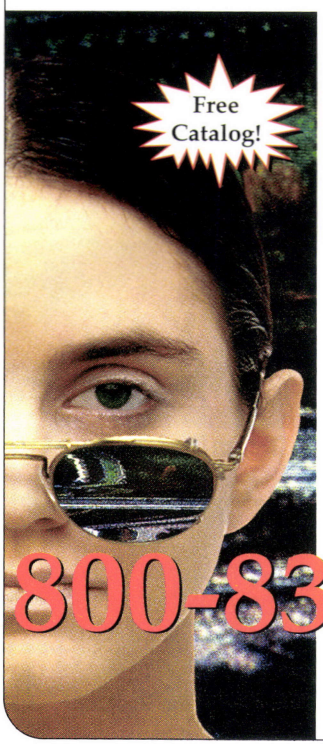
PLANET SHAREWARE
Over 600MB of the finest and most useful shareware you will ever find! PLANET SHAREWARE runs under windows and is the easiest program to use, a child can access these files! **$12**

800-996-3987

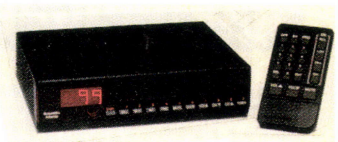
Local: 516-847-0191 ☆ E-Mail: Sales@NSIMedia.com
$5 Shipping on any order in the Continental U.S.!
Nexus Multimedia accepts: Visa, MC, Discover & AMEX!

Escape HIGH Cable Bills

Cable Converters & Descramblers



- Delete costly cable bills by purchasing your own cable box!
- Call to receive the best in Prices and Customer Service.
- Open your eyes and see the *vision,* Multi-Vision.



800-835-2330

Multi-Vision Electronics, Inc.
12105 W. Center Rd. Suite #364
Omaha, NE 68144

R & G GAMES

PO Box 5008 Glendale Hts, IL 60139

We Buy & Sell New & Used Game Software & Hint Books. **Call 1-800-525-GAME**

Get ***CASH*** for your games or get an additional ***10%*** in credit, good for future game purchases at great low prices on **Complete Used Games** in original boxes like these...

Hardball 4	$25	Creature Shock CD	$24
NBA Live 95 CD	$35	Voyeur CD	$33
NHL Hockey 95 CD	$30	Bureau 13 CD	$20
Ultimate Football CD	$21	Under Killing Moon CD	$36
Panzer General CD	$29	Dracula Unleashed CD	$24
Great Naval Battles 2	$20	Star Trek Final Unity CD	$37
Aces of the Deep	$26	King's Quest 7 CD	$34
Aegis	$22	Sam & Max Hit Rd CD	$24
V-Victory Market Garden	$16	Indy Jones Fate Atlntis CD	$15
Metaltech Earth Siege	$28	Cyberia CD	$29
Doom II	$29	Corridor 7	$17
System Shock	$22	Quest for Glory 4	$21
Outpost CD	$19	Betrayal at Krondor	$16
Gabriel Knight	$17	Hell CD	$22
Terminator Rampage CD	$15	X-com UFO CD	$25
Dark Legions	$23	X-com Terror Deep	$27
Dragon Lore CD	$24	Lands of Lore	$15
Disciples of Steel	$19	Blown Away CD	$26
Dark Sun Shattered Lands	$22	Renegade Jacob Star CD	$20
Dark Sun Wake Ravager	$29	X-Wing	$15
Ravenloft Strd Possesion CD	$20	Privateer	$15
Ravenloft Stone Prophet CD	$27	Tie Fighter	$28
Menzoberanzan	$25	Wing Comander III CD	$35

Ask about our **FREE GAME OFFER** with purchase of **$75** or more
Orders of **$75** or more get **FREE SHIPPING** via UPS continental US only

We Accept **Visa, MC,** Cashier Check, Money Order. Shipping $5 UPS, $9 Overnight

All games must be virus free, games will be checked. All games must be in original box with all instructional materials and original disks. NO COPIES accepted. All games must be sent with account number in order for your check or credit to be processed. Any unacceptable games will be sent back at your expense. Any defective games can be exchanged for same title only when accompanied by receipt within 2 weeks of purchase.

You Have The Power Within Your Grasp



Take hold of the hottest shareware service available!

FULLY TESTED AND COMPILED FOR YOU!
LOW, LOW COST! HIGH, HIGH QUALITY!

SOFTWARE OF THE MONTH CLUB®

1-800 470-CLUB

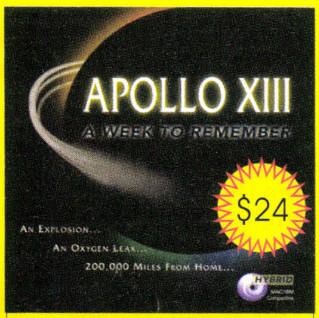
NATIONAL CD-ROM

EE1295

1-800-CDROM-13

1-800-237-6613 214-241-0724 FAX: 214-488-2109
Mon-Thur 9am-10pm Fri-Sat 9am-6pm Sun 12- 6pm CST
Visit us on the Internet. http://www.national-cdrom.com
US, US Territories & APO orders only, please.
We offer the only NO RISK return policy.
If not completely satisfied with your purchase, exchange it within 30 days for something else.

VISA MasterCard DISCOVER AMERICAN EXPRESS
We Accept COD Orders!



Apollo XIII

Relive and learn all the details of the April 13, 1970 explosion aboard Apollo 13 and the dramatic rescue that followed. Contains video, stills, animation, and interviews with the astronauts.



Terminal Velocity

Are you ready for the next level in gaming excitement? Super-fast textured mapped 3-D flight with true 360° movement. 9 totally unique planets. Over 400,000 sq miles of terrain. Weapons and combat galore!



Romsoft 6 Pack

You can't beat this! The Romsoft 6 Pack. 6 FULLY interactive CD's for the price of one! Doors of Passion II, Massive Melons, Sensuous Girls in 3-D, Double Down, Touch Me...Feel Me, and Private Screenings.



BGC ScreenSaver

Japanamation. Over 100 clips from the BubbleGum Crisis Series! Video & sound segments of sci-fi cyberpunk action at its best play during your computer's idle time. Also includes Hurricane Live 2032 music videos.

Get ONE of the above specials with the purchase of 2 additional titles at our regular low prices OR First Time Buyers can get 10% off all titles. Not valid with other specials. You must mention special at time of order.

GAMES		GAMES		GAMES	
ACES OF THE DEEP.	$25	MAD DOG MACREE 2.	$25	US NAVY FIGHTER	$45
ACES OF THE PACIFIC.	$22	MAD DOG MACREE.	$19	VIRTUAL POOL	$42
ACES OVER EUROPE.	$22	MAGIC CARPET 2	$49	VIRTUAL VEGAS TURBO	$22
ASCENDENCY	$48	MAGIC CARPET PLUS	$49	WAR CRAFT	$39
BEAT THE HOUSE	$39	MASTERPIECE COLLECTION	$29	WING COMMANDER 3	$59
CAESAR 2	$53	MECH WARRIOR 2	$49	WOLF	$19
CIVIL WAR	$38	MENZOBERRANZAN.	$25	X-COM:TERROR FROM DEEP	$44
COMMAND AND CONQUER	$53	MONTY PYTHONS.	$38	**SHAREWARE**	
CRUSADER: NO REMORSE	$53	MYST - BOXED	$49	3D MANIA	$ 5
D DAY AMERICA INVADE	$33	NASCAR RACING.	$29	BEST OF SHAREWARE 6 PACK	$29
DARK FORCES	$52	NEED FOR SPEED	$53	C/C++ PROGRAMMING 1	$10
DARK SUN-WAKE OF RAVAGER.	$21	NHL HOCKEY 96	$45	C/C++ PROGRAMMING 2	$10
DAY OF THE TENTACLE	$25	NOCTROPOLIS	$49	CICA 2 DISC 2/95 WIN	$17
DESCENT	$39	OUTPOST.	$29	COMPLETE STREET GUIDE	$45
DOOM II	$49	PANZER GENERAL	$19	DOOM ACCESSORY PACK 4	$19
DRAGONS LAIR.	$29	PERFECT GENERAL 2	$37	FIFTY WINDOWS GAMES	$ 8
DUNGEON MASTER 2	$45	PHANTASMAGORIA	$59	GAMES PLATINUM	$12
ECSTATICA.	$25	PINBALL FANTASIES	$33	HELL ON CD-ROM	$29
FULL THROTTLE	$45	POLICE QUEST 4.	$25	HERESIES	$29
GABRIEL KNIGHT	$25	RAVENLOFT.	$19	LEARNING HEAVEN 2	$12
GONE FISHING	$42	REBEL ASSAULT.	$25	LINUX 4 CD SET /INFOMAGIC	$25
GRANDMASTER CHESS CHAMP	$33	RETURN TO ZORK.	$22	LINUX SLACKWARE	$17
HARDBALL 4	$39	RISE OF THE ROBOTS.	$25	MPC WIZARD 3.0	$12
HELL.	$19	RISE OF THE TRIAD.	$29	NIGHT OWL 17	$25
HEROES OF MIGHT & MAGIC	$38	SAM AND MAX HIT THE ROAD.	$22	SIMTEL-20 WALNUT CREEK	$15
IN THE 1ST DEGREE	$53	SAVAGE WARRIORS.	$19	SLACKWARE 2.3	$11
INDIANA JONES.	$25	SEVENTH GUEST.	$25	SOFTWARE VAULT DIAMOND	$19
IRON HELIX.	$25	SIM CITY 2000 COLLECTION	$55	SOFTWARE VAULT EMERALD	$19
JEWELS OF THE ORACLE	$39	SIM CITY 2000.	$29	SOFTWARE VAULT GAMES	$13
JOURNEYMAN PROJECT 2	$59	SIM CITY ENHANCED.	$19	SOFTWARE VAULT GAMES 2	$19
JOURNEYMAN PRJCT TURBO	$25	SIM ISLE	$36	SOFTWARE VAULT PLATINUM	$13
KINGS QUEST 5	$10	SIM TOWER	$35	SOFTWARE VAULT SAPPHIRE	$18
KINGS QUEST 6	$19	STAR TREK TECH MANUAL	$39	TECHNO TOOLS	$10
KINGS QUEST 7.	$26	STAR TREK: FINAL UNITY	$62	VEGAS GAMES	$12
LEISURE SUIT LARRY 6.	$22	STRIKE SQUAD	$19	WORLDS LARGEST CLLCTN	$15
LINKS 386	$33	ULTIMATE DOOM	$39	X11R6	$25
LODE RUNNER.	$19	UNDER A KILLING MOON	$59		

JAPANAMATION MUST BE AT LEAST 18 TO ORDER		ADULT MUST BE AT LEAST 18 TO ORDER		ADULT MUST BE AT LEAST 18 TO ORDER	
ADVENTURE KID 1	$24	ALL BEAUTIES	$15	IMMORAL COMBAT	$42
ADVENTURE KID 2	$24	ALL NIGHT LONG	$19	INTIMATE POSSIBILITIES	$39
BUBBLEGUM CRISIS SCRNSVR	$34	AMATEUR MODELS 3	$25	KEYHOLE FANTASIES II	$29
CYBERCITY ODEO 1	$24	AMATEUR PHOTO GALLERY	$23	LUSCIOUS LADIES	$29
CYBERCITY ODEO 2	$24	AMOROUS ASIAN GIRLS	$19	MADAMS FAMILY	$33
CYBERCITY ODEO 3	$24	ARCUS SAMPLER	$10	MY PRIVATE COLLECTION I	$29
LA BLUE GIRL 1	$24	ASIAN FANTASY GIRLS	$29	NEW MACHINE 6 PAK 2	$43
LA BLUE GIRL 2	$24	ASIAN LADIES	$29	NEW WAVE HOOKERS 2	$19
PROJECT A-KO SCREENSAVER	$34	ASIAN PALATTE	$25	NIGHT WATCH 2	$39
RANMA 1/2 SCREENSAVER	$34	BLONDAGE	$25	ORIENTAL BABES	$19
RECORD OF LODOSS WAR V. 1	$24	BUSTY BABES 3	$29	ORIENTAL FANTASY	$12
RECORD OF LODOSS WAR V. 2	$24	CALIFORNIA BEAUTIES	$29	ORIENTAL STARS	$19
RECORD OF LODOSS WAR V. 3	$24	CELEBRITY NUDES	$25	PENTHOUSE PHOTO SHOOT 4	$59
RECORD OF LODOSS WAR V. 4	$24	DANISH FANTASIES	$29	PENTHOUSE SELECT A PET 2	$29
TENCHI MUYO SCREENSAVER	$34	DEEP THROAT GIRLS	$23	PHOTO GALLERY	$29
UROTSUKIDOJI III 1	$24	DEEP THROAT GIRLS 2	$21	PIXIS ADULT SAMPLER	$ 9
UROTSUKIDOJI III 2	$24	DIGITAL DELIGHT 1	$29	PLAYBOY SCREEN SAVER	$25
UROTSUKIDOJI III 3	$24	DIGITAL DELIGHTS 2	$22	PLEASURE ZONES	$35
UROTSUKIDOJI III 4	$24	DIGITAL DREAMS II	$19	POKER PARTY	$39
UROTSUKIDOJI I 3 PACK	$43	DIRTY DUO	$29	PRIVATE LINE	$18
KIDS		DREAM MACHINE	$45	SEALED WITH A KISS	$29
RUFFS BONE	$36	EAGER BEAVERS	$25	SEYMOUR BUTTS 2	$39
READER RABBIT 1 DELUXE	$39	EROTIC GAME SAMPLER	$10	SOUTHERN BEAUTIES	$29
LION KING	$35	EROTIC ILLUSIONS SAMPLER	$10	SPACE SIRENS 2	$45
FREDDIE FISH	$36	EROTIC VIRTUAL SAMPLER DP	$ 7	SWEET CHEEKS	$25
JUST GRANDMA AND ME	$19	FANTASY LIFESTYLES	$25	SWIMSUIT AND LINGERIE	$12
ARTHURS TEACHER TROUBLE	$19	FAO GOLD 1	$29	T&A TO THE MAX 1	$19
DR SUESS ABC	$36	FORBIDDEN PLEASURES	$33	TASTE OF EROTICA 2	$ 9
BEHIND THE MASK	$28	FOXES	$25	TOKYO NIGHTLIFE	$39
CRAYON BOX	$12	GIRLFRIEND TERI	$34	TRACI I LOVE YOU	$28
FISHER-PRICE SINGALONG	$30	GIRLS IN VIVID I	$19	VAMPIRE KISS	$39
TRAVEL-RAMA	$30	HIDDEN OBSESSIONS	$25	VIRGINS 2	$29
OCEAN ZOO EXPLORER	$30	HIGH CLASS FANTASIES	$29	VIRTUAL VALERIE 2	$39
ENDANGERED WILDLIFE 2	$25	HIGH SOCIETY HOT WIRE	$36	WORLD OF PIN UPS	$19
TORTOISE AND THE HARE	$36	HOT GIRLS	$22	WORLDS BEST BREASTS	$19
		HOT PICS	$25	WORLDS BEST BUTTS	$13

OVER 1400 NEW CD-ROM TITLES IN STOCK!

OVER 1400 NEW CD-ROM TITLES IN STOCK!

TRADE-IN YOUR USED CD'S TO US FOR CREDIT TOWARDS NEW TITLES!

Call for a FREE copy of our Electronic Catalog or download it from our BBS at 214-241-4754.

OVER 1000 NEW CD-ROM TITLES UNDER $30!

Price and availability are subject to change. U.S. orders- $5 Shipping for entire order, $10 UPS 2-day, $18 UPS overnight.

WE WILL MEET OR BEAT ANY PRICE IN THIS PUBLICATION!

National CD-ROM • 800-237-6613 • 11005 Indian Trail Suite 101-A Dallas, Texas 75229

MISSION CONTROL

CALL TOLL FREE TO ORDER! 1.800.999.7995

Or 1.201.783.3600. Fax 1.201.783.3686. EMail MissionCD@aol.com. Send Orders To: Mission Control, 7 Oak Place, PCE1295 , Montclair, New Jersey 07042. Visa, MC, Discover, Checks & Money Orders. Checks Held 14 Days. Please Include Phone Number. Shipping $7 Overnight (Most Areas). Int'l Shipping $25 (Most Countries).

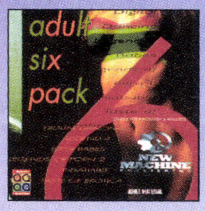
From New Machine Publishing



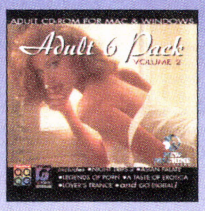
Net Erotique - $35



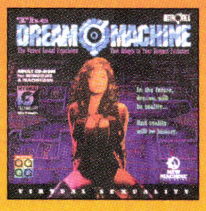
Seymore Butts 2: In Pursuit of Pleasure - $38



Adult Six Pack Volume 1 - $35



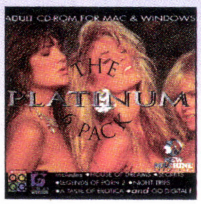
Adult Six Pack Volume 2 - $35



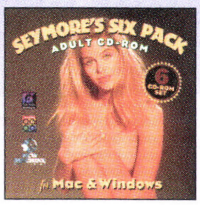
Dream Machine - $35



Dream Machine 2 - $47



Platinum Pack - $35



Seymore's Six Pack - $35



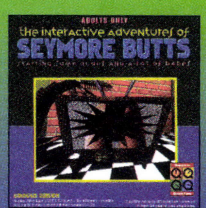
Night Watch II - $35



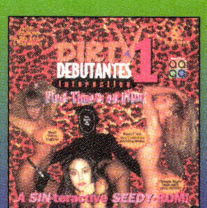
Night Watch III - $40



Sin 95 - $45
Windows® 95 Tutorial



The Interactive Adventures of Seymore Butts - $33



Dirty Debutantes Interactive- $33

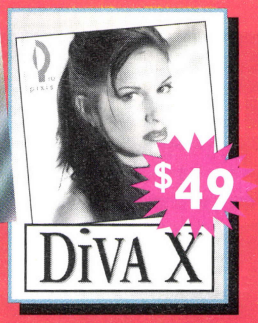


Dirty Debutantes Interactive 2: Asian Invasion - $33

MISSION CONTROL

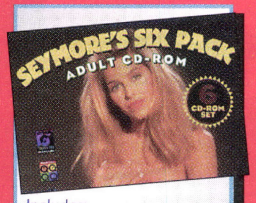
The Domestic and International CD-ROM Experts

CD 6-Pack Spectacular

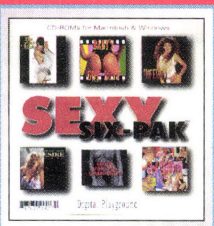








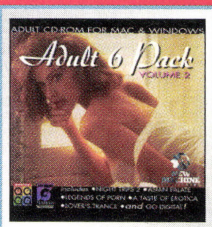
Includes: On The Loose, Playing With Fire, Do Ireland, Meet Kathy Willets **$49**



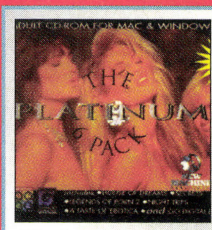
Sexy Six Pack **$49**



Super Hot Adult Six Pack **$49**



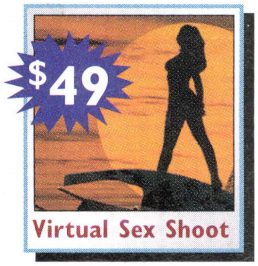
Adult Six Pack Vol. 2 **$49**



Platinum Six Pack **$49**

Pictures

All Night Long	$24
Asia X	$39
Bet Your Sweet Booty	$24
Beverly Hills Call Girls	$29
Busty Babes 3	$34
Busty Babes 4	$39
Elite Amer Models 1 or 2	$24
Elite Euro Models 1 or 2	$24
Girls on Girls	$39
Mellon Man 1	$24
Private Photodisc #1	$34



Select A Pet 1 or 2	$29
Tabloid Beauties	$34
The RomAntic SixPak	$29



Tokyo Glamour Girls	$39
Visions of Erotica	$39

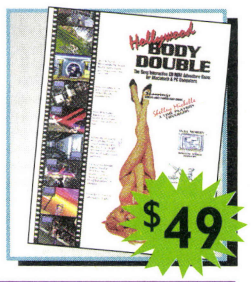
Interactives

Adv. of Seymore Butts	$39
Adv. of Seymore Butts 2	$49
Chameleons	$49
Crystal Fantasy	$39
CyberStrip Blackjack	$34
CyberStrip Poker	$34
D. Debs. 2 Asian Invasion	$49
Dirty Tricks	$39
Dream Machine	$39



Samurai Pervert	$59
Scissors N Stones	$29
See Some, 3 Some	$39
Sex Sports Trivia	$34
Sorority Sex Kittens	$49
Space Sirens	$49
S. S. 2: Megababes/Ajia	$59
Strip Poker Pro 2	$54
Tokyo Nightlife	$49
Vampire's Kiss	$59
Venus Playhouse	$39
Virgins 3 Temple/Virginity	$49
Virtual Photoshoot 1-6 ea.	$59
Virtual Sex	$49
Virtual Sex Shoot	$59
Virtual Valerie 2	$49

Heather Hunter Gold	$39
Hidden Obsessions	$29



Party Like it's 19/$99!

Choose any of these titles for only $19 each! With purchase over $99.

- Always
- American Built
- Beverly Hills 90269
- Collectible
- Daydreams
- Deception
- Divorce Law
- Evil Women
- Forever
- Fury
- Girls of Mardi Gras
- Hidden Obsessions
- Pussy Called Wanda 2
- Indiscretions
- JW Bobbit - Uncut
- Lethal Passion
- Lingerie Interactive
- Lip Service
- Night at the Drive-In
- Night Creatures
- Oriental Action
- Other Side of Chelsea
- Put it in Gere
- Roman Empress
- Ginger Lynn
- Sex & Money
- Sharon Starlet
- Sizzle Screen Saver
- Spectacular Shots
- Streets of NY
- Super CyberSex
- The Naked Edge
- WPINK

Dream Machine 2	$49
Fantasy After Dark	$24
Fantasy Chamber	$49
Fun House	$49
Girlfriend Tracy	$49
Glimpses Interactive	$49
Hollywood Body Double	$49
Intimate Possibilities	$59
Japan XXX Interactive	$59
Kama Sutra	$69
Latex	$59
Max, Naughty Dog	$49
Men In Motion	$49
Nasty Parts	$49
NeuroDancer	$34
Nick Steel	$39
Nightwatch 3	$49
Ninja Nymphs	$59
PeepShow	$44



PeepShow2 Girlie Game	$59
Pleasure Park	$59
Poker Party	$49
Porno Poker	$49
Private Prison	$49

Virtual Vixens	$39
Virtually Yours 2	$59
Where In N.A./Di. & Jane	$39
Where/World/D. & Jane	$39
You're the Director	$39

Movies

Adult Stars/Super Blondes	$29
Amateurs In Action 3	$29
Anal Asian 2	$29
Babes Illustrated 2	$34
Black Foxes	$39
Blackbroad Jungle	$29
Bush Pilots	$29
Cheeks	$29
Daydreams	$34
Deep Throat 1 or 2	$24
Deep Tush	$19
Dirty Western 2	$29
Ginger Unlimited	$29

Hooter Hunt	$29
Justine	$39
Lady in Spain	$34
Memoires of Molly Mae	$24
Private Video Mag 1, 2 or 3	$39
Raunch	$34
Sex and Money	$24



CALL 800-999-7995

Phone (201) 783-3600 • Fax (201) 783-3686 • FAXBACK Line (201) 783-3374 • http://www.iqmag.com/

Send Orders To: Mission Control, 7 Oak Place, EE0196, Montclair, NJ 07042 MC, Visa, Discover, Checks & Money Orders. Checks held 14 days. Please Include Phone #. Shipping $7 OVERNIGHT (most areas) Int'l Shipping $25. E-Mail MissionCd@aol.com

All you need to know about adult CD-ROM...



one full year for $12.95 plus a free adult CD!

Only INTERACTIVE QUARTERLY brings you:

- Reviews & Ratings of Adult CDs
- Coverage of the Stars & Producers
- A Complete Guide to Buying & Collecting Interactive Erotica

☐ **YES!** Start my subscription to Interactive Quarterly™ for $12.95 & send my FREE Adult CD sampler: (check one)

☐ Arcus ☐ Digital Playground ☐ New Machine ☐ Pixis Interactive

Name _____

Phone (area code) _____

Mailing address _____

CityStateZip _____

Payment enclosed: ☐ check or money order (allow 14 days to clear)

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Exp. Date ☐☐/☐☐

Signature _____

(I certify I am 21 years of age or older) (Date of Birth)

Mail to: IQ, EE0196, 551 Valley Road, Suite 373, Montclair, NJ 07043, fax: 201-783-3686 or E Mail at: IQMAG@aol.com.

Be sure to visit us on our web site

http://www.iqmag.com

the IMPROVISATION Presents FINISHING MOVES

By Steve Marmel

Good Technology, Bad Technology

Recently, there has been a rash of news stories about online stalkers, pornographers, and other such cyber lowlifes. What everyone seems to miss is that folks have been using technology with ulterior motives for ages. In fact, all technology, at some point, has been used for sex and evil. Follow along:

Technology	General Use	Sex	Evil
Fire	Cooking food for dinner	Cooking dinner for dates	Cooking dates for dinner
Telephone	Ordering a pizza	Ordering a "date"	Ordering a Mafia hit
Washing Machine	Washing clothes	Enjoying the vibrations of the spin cycle	Washing the cat...with bleach
VCR	Taping your favorite progams so you can watch them when the family is around	Watching your favorite John Holmes classics when nobody is around	Secretly taping family members having sex for *America's Funniest Home Videos*
Computers	Organizing your life	Organizing your GIF files	Organizing your death threats
Internet	Communicating around the world with sound, text, and pictures	Logging into 1-900-HOT-GRRL at 8-N-1	Coordinating festive KKK rallies, high-rise bombings, and train derailings

What to Do With Crappy CD-ROMs

The holiday season is upon us, and chances are you've gotten a few shiny discs that were supposed to deliver hours of entertainment. Unless the gift givers were smarter than 99 percent of the people producing the software, you more than likely got yourself at least one stinker.

What does the good, environmentally aware computer user do? Why, recycle and reuse, of course!

Coasters Keep the wood safe from drinks and your computer safe from schlock. Multiple copies make great coaster gift sets.

Ninja Throwing Weapon Inflicts razor-like cuts while still transferring 640KB of data per second.

Pizza Cutters The copies of Microsoft Bob, alone, languishing on store shelves, could provide cutlery to every Little Caesar's in America.

Smart Medallions for Rev. Al Sharpton Provides the bombastic, jump-suit-wearing orator with an eye-catching accessory and a 40,000-word dictionary/thesaurus all in one. (Can *you* spell "bamboozled?")

Emergency shaving/makeup mirrors For sneaking a peek when you should be working.

Replacement cymbals for clapping monkey wind-up toy Give the little fella a new lease on life.

Fake UFOs For your home videos. Wow your friends and those gullible folks at NASA.

Very-mini-satellite receivers So weak they only pick up *Wings* reruns.

Reflective skeets Makes buckshot look like it's covering twice the territory.

The Keys to Better Computing

Microsoft is introducing a new PC keyboard designed specifically for Windows users. In addition to the keys found on a standard keyboard, it adds several keys that will make your computing even more fun!

GPF key–Instantly generates a General Protection Fault when pressed, saves time by eliminating the need to run an application to generate this condition.

WPE key (Windows Protection Error)–Replaces the GPF key on Win 95 keyboard models.

Busy key–Also for Win 95 users, pressing this key generates the message "The System is Busy" and forces your computer into an endless loop counting pretzel crumbs in the keyboard.

$$ key–When this key is pressed, money is transferred automatically from your bank account to Microsoft–no muss, no fuss.

MS key–This key runs a Microsoft infomercial–"Computing the Gates Way"– in an ornate, stained-glass Window.

NonMS key–Designed to automatically detect third-party vendor software and delete it or offer the user maximum aggravation until s/he agrees to install only Microsoft products.

Reviewer key–This *fabulous* key was developed especially for reviewers of *remarkable* Microsoft products. When pressed, it inserts random superlative adjectives into any *ground-breaking* text which contains the *amazing* words Microsoft or Windows within the *extraordinary* file being edited.

Steve Marmel, a Los Angeles-based stand-up comedian, can be harassed via email at marmel13@aol.com.

LIGHTNING IS ABOUT TO STRIKE!



DOOM FOR 3DO
FULL SPECTRUM
16 BIT AUDIO
RIP ROARING ACTION
THAT WILL KEEP YOU ON
THE EDGE OF YOUR SEAT!

COMING SOON TO 3DO!



PLAY THE ONLY CHESS
GAME WITH FULL
MOTION VIDEO WITH
REAL ACTORS SPECIAL
EFFECTS 3D ANIMATION
AND DIGITAL SOUND



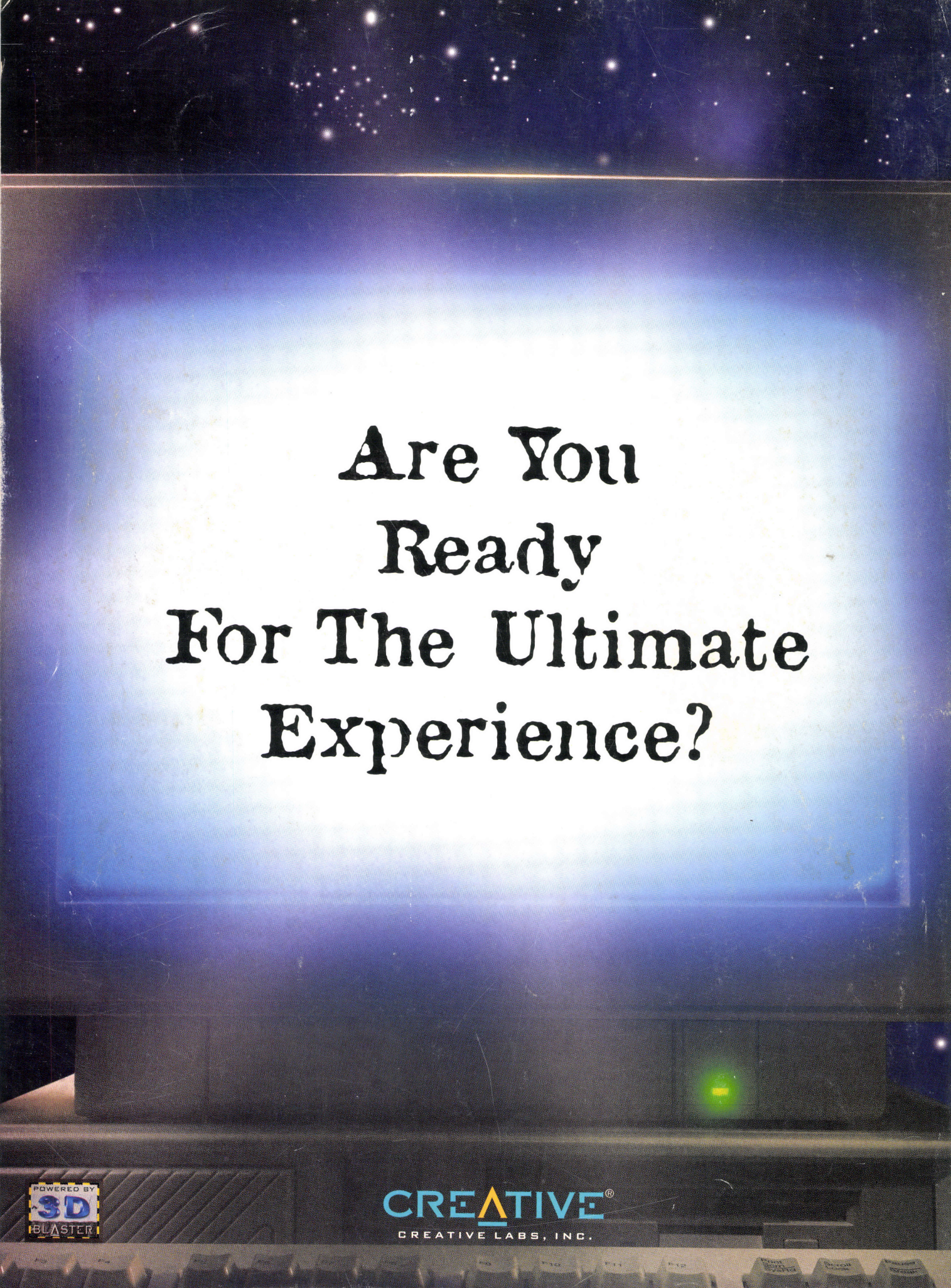
COMPETE WITH NICK
FALDO IN THIS
PERSONALLY
ENDORSED GOLF
SIMULATION

DATA
INTERACTIVE

AVAILABLE IN MAJOR RETAIL OUTLETS OR ORDER DIRECT (800) 459-1002

DOOM AVAILABLE FOR 3DO CHESSWARS: A MEDIEVAL FANTASY AVAILABLE FOR PC CD-ROM, MAC CD-ROM, AND 3DO NICK FALDO CHAMPIONSHIP GOLF CHALLENGE AVAILABLE FOR PC CD-ROM

ALL COPYRIGHTS AND TRADEMARKS ARE THE PROPERTY OF THEIR RIGHTFUL OWNERS


Are You
Ready
For The Ultimate
Experience?
POWERED BY
3D
BLASTER
CREATIVE®
CREATIVE LABS, INC.